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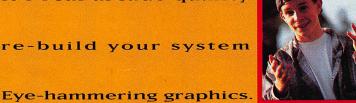
universe of 32X™,

ld's Doom™by Sega

the only 32-bit upgrade for the Sega™ Genesis™ system.

It's real arcade quality

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"What are you waiting for? Make the connection!"

gaming without having to

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Digital Picture's Slam City Starring Scottie Pippin™

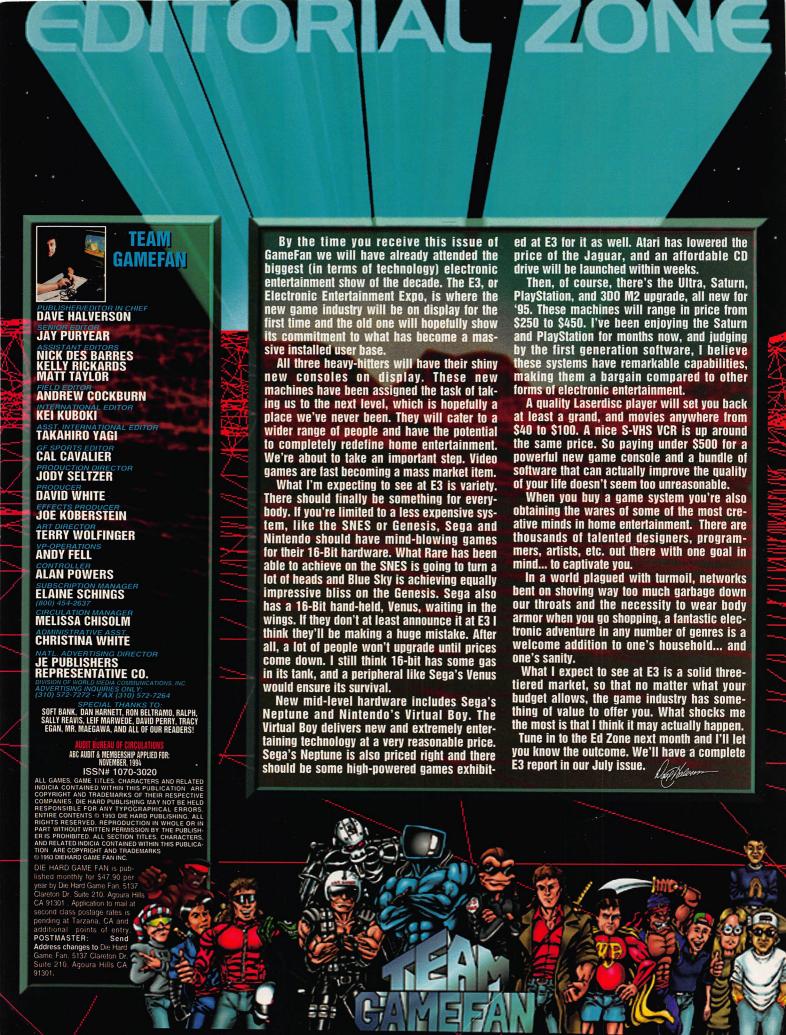
what it could mean for your Sega CD"!

Sound X-citing? Then get out there and add it up for yourself!

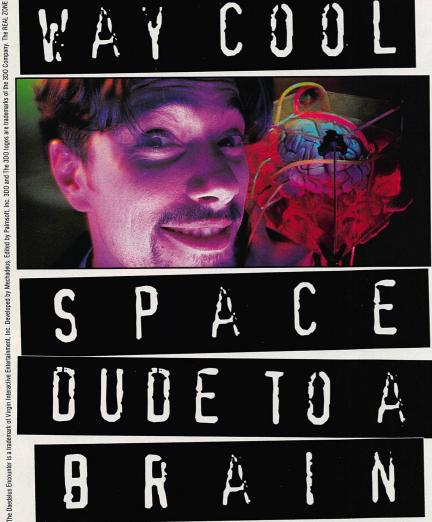
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GA: VIRTUA FIGHTER™, X-Men™, Ratchet & Bolt™, Kolibri™, 32X-Treme™, Zaxxon's Motherbase 2000.™ World Series Baseball™ and Prime Time NFL Football™ INTERPLAY: Casper™ and Star Trek® - Starfleet Academy™ E RBI™ Baseball '95 and Primal Rage™ VIRGIN INTERACTIV CLAIM: NBA® Jami"-T. E. ELECTRONIC ARTS: Toughman Contest® awk 2 ...AND MANY MORE! The Adventures of Hollywood SPOT® A and FIFA '96 US GOLD: Thunderhawk 2





"I GU FRUM WAYCOOL



DUDETOA RAIN

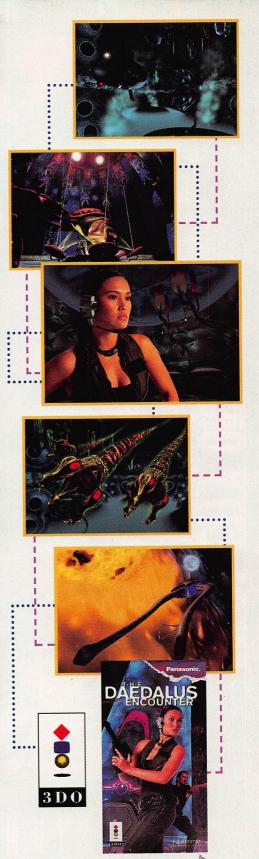
A BOX"

A REAL Experience from the 3DO Zone, Frankie "One-Speed," NY

DAEDALUS ENCOUNTER



"The good news - I'm on a ship with Tia Carerre. The bad news - I'm only a brain on life support and we're bein' pulled toward an alien sun. If we don't take out the Krinn and change course we're toast. Literally. This is a job for brain man. Great game. Super graphics. Funny lines. 4 CDs. And Tia is not painful on the eyebalk. Later."



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CORRUPTION IS RAMPANT

ROCKETS

IS IN RUINS

MEGA-CITY ONE





28 MISSIONS

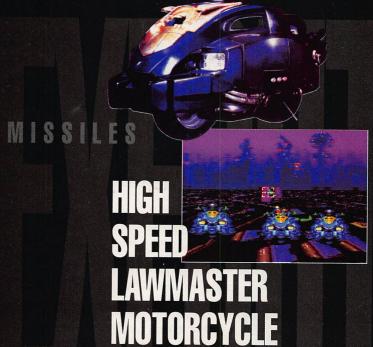








BATTLE BRUTAL WARRIORS



THE DARK MEAN MACHINE AND THE ABC ROBOT BONUS COMIC BOOK LEVELS AWAIT! **FIREPOWER**



A James Cameron Film

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SORRY ABOUT THAT...



EXPLOSIVE HARRIER ACTION!

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"Its really impressive...the Jaguar version is the best yet." - EGM "It has tantalizing innovations and a well-prepared collection of features." – GamePro





SYNDICATE*

"Jaguar strategy fans should be stoked. One of the best Jaguar games."-Game Players

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TEMPEST 2000™

"One of the most intense video gaming experiences ever."-Next Generation "Further proof that the next level of gaming has arrived." "This game sets a new standard for intensity."-Die Hard Game Fan "10-Editor's Choice Gold Award."-EGM "Best sound and best shooter-all platforms."-Game Informer



Best games. Best system. Best get off your butt and get one.

ALIEN Vs. PREDATOR™

"A masterpiece and a milestone... AVP scared the hell out of me."-VideoGames "AVP's graphics are stunning." -GamePro "Best Jaguar action adventure game." -Die Hard Game Fan "Jaguar game of the year" -Game Informer & Game Players





DOOM"

- "Blows Sega's 32X version away!"
- "The best version of DOOM for any home system."-VideoGames
- "Doom is a gaming milestone."
- "10-a mega hit!" -GamePro

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"Features superior level design... the visuals are truly gorgeous."—Die Hard Game Fan. "Zool has everything... once you play, you're hooked." –EGM



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"My adrenaline is pumping-I'm blown away!" "The best skiing and snowboarding game ever created."

"The speed at which it moves is what makes it so freakin' fun."-VideoGames

"Graphically, the art is right on."

-Die Hard Game Fan



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"If you want riveting action, intense graphics, lots of blood and tons of glory, Wolfenstein delivers.

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THEME PARK

...a sardonic strategy game that honors the unique design of SimCity and Populus."

"It's worth the price of admission."-GamePro

"Anyone who enjoys designing things is gonna love this game."

-Game Players

"Recommended." -VideoGames

Game tips and hints: 1-900-737-ATARI. 95c per minute. If you are under 18, be sure to get a parent's permission before calling. A touch-tone telephone is required. USA only. Atari Jaguar information is available in the Atari Goundtable Forum on CompuServe. Type GO JAGUAR to access this area 24 hours a day. Atari Jaguar information is available in the Atari Roundtable Forum on GEnie. Type JAGUAR to access this area 24 hours a day. *Includes Jaguar and one controller. ATARI, the Atari logo. Jaguar, the Jaguar logo, Burn Out, Fight for life, Iron Soldier, Tempest 2000, Hover Strike are trademarks or registered trademarks of Atari Corporation. Copyright 1995. Atari Corporation. Sunnyvale, CA 94089-1302. Made in the U.S. of domestic and imported components. All rights reserved. Troy Aikman NFL Football © 1994 Williams Entertainment Inc. Tradewest[™] and Troy Aikman NFL™ Football are trademarks of Williams Entertainment Inc.



IRON SOLDIER™

- "The best game of its kind."
- "Simulation game of the year, among all hardware platforms."—Die Hard Game Fan
- "Gripping first person game with edge-of-theseat excitement." –GamePro

As if it weren't enough having the most killer system on the face of the earth, we created some of the most mind-blowing,

head-exploding games in the universe. All you have to do is take one look at what the magazine critics have been saying and you'll know that the Atari Jaguar is where it's at.



RAYMAN™

"The control is perfect and the artwork is phenomenal." –Die Hard Game Fan "The whole game looks like a cartoon."–EGM



ULTRA VORTEX™

"The graphics in this game are mind bending...the detail is unbelievable."

—Die Hard Game Fan



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"Its super smooth graphics... texturemapped polygons... gives Virtua Fighter a one-two punch."-VideoGames



BURNOUT™

"Redefines the term hi-octane. The fastest motorcycle racing game, bar none."–VideoGames



"Hover Strike should blow you away."-EGM "With 30 fully texture-mapped 3D levels, and two-player co-op mode you simply cannot lose with this game."



CANNON FODDER"

Detailed and ultra colorful...original and just lain fun to play."–Die Hard Game Fan War has never been so much fun!" –EGM



TOP TEN

- 1. Donkey Kong Country (SNES)
- 2. Earthworm Jim (Genesis)
- 3. Final Fantasy III (SNES)
- 3. Mortal Kombat II (SNES)
- 5. Samuria Shodown II (NeoGeo)
- 6. Super SF 2 Turbo (3D0) 7. NBA Jam T.E. (SNES)
- 8. Doom (Jaguar)
- 9. Phantasy Star IV (Genesis) 10. Sonic & Knuckles (Genesis)

MOST WANTED

- 1. Killer Instinct (Ultra 64)
- 2. Virtua Fighter II (Saturn) 3. Chaotix (32X)
- 4. Toh Shin Den (PlayStation) 5. Daytona USA (Saturn) 6. Chrono Trigger (SNES)

- 7. Mortal Kombat III (SNES) 8. StarFox 2 (SNES)
- 9. Secret of Evermore (SNES) 10, Primal Rage (Jaguar)

First Prize: Your choice of a core SNES, GENESIS, or GAME GEAR. Second Prize: Your choice of one of the Picks of the Month in Viewpoint. Third Prize: A FREE year of Game Fan!



Congratulations to the following winners of last month's contest:

First Prize: James White Milwaukee, WI Second Prize: Mike Webb SI, NY

Third Prize: Josh O'Reilly Peace River Canada

All you have to do to enter the drawing is write down a list of your top 10 favorite games and the 10 gam

GAME FAN TOP TEN 5137 Clareton Dr., Suite 210 Agoura Hills, CA 91301

Drawing is limited to One (1) entry per person per month. Drawings will be held on the 21st of each month, The three (3) winners will be notified by mail and listed on this page.

PUSH YOUR CD TO THE MAX!



ased on the elite "Flying Nightmares" Marine Harrier squadron, this game really pushes the envelope of CD technology.

Everything is state-of-the-art: Stunning 3D texture-mapped graphics. Intense full-motion video sequences. Internal, external and missile camera angles. Plus the hottest CD-quality sounds and special effects.

It all adds up to the most exciting combat flight simulator on Sega CD. Imagine the power under your command: Harrier jump jets that can turn on a dime and stop dead in midair. Laser-guided missiles, cluster

bombs and radarjamming pods. It's enough to make your heart pound and palms sweat. It'll also strain your brain. This happens to be one intelligent action-adventure game as well.

FLYING NIGHTMARES. Pushing CD technology - and you - to the max.





Coming Soon on SEGA CD"& 3DO"

compatible with the SEGA CD™SYSTEM.



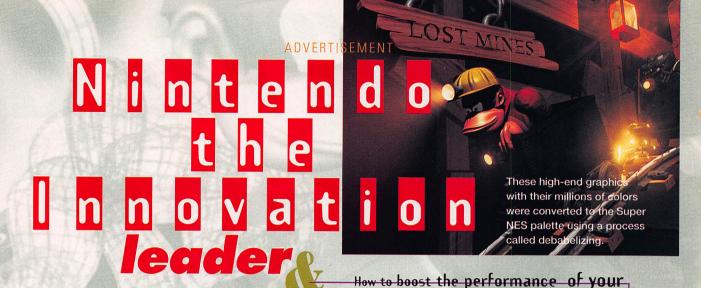


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THE VIDEO-GAME RATING COUNCIL, ITS RATING SYSTEM, SYMBOLS AND INDICIA ARE TRADE-MARKS OF SEGA OF



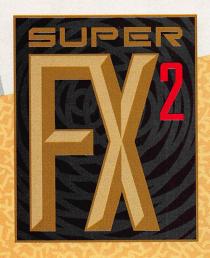
At Nintendo, engineers and game designers continually work to enhance Super NES games from the inside out. Stunning new games such as Donkey Kong Country use innovative programming tech-

niques while other games actually have new hardware technology like the Super FX chip built into the Game Pak. You don't need to buy an expensive adapter to play them, either. In fact, with games using ACM, or the FX2 and SA1, gamers won't have to pay an extra dime for the innovations.

So what is ACM? It's a technique in which all the graphical elements of a game are created on high-end, 3-D graphics computers like the SGI Challenge, then converted to run on the Super NES. The team at Rare spent more than 18 man-years

creating the animations and backgrounds for DKC. Then they converted the images for the Super NES in a process called debabelizing, which reduced the rendered images from millions of colors to 256 or less. By working from the highend down, Rare achieved a new level of graphics for video games. Tim Stamper, DKC's designer, sees the future like this, "From now on, everyone will have to live up to this game."

eo game system without spending a dim Full 3-D models were created first in wire-frame for DKC. The designers animated the wire-frames to see how the motion looked. After mastering a sequence, like Rambi running, Rare rendered the figure with texture maps and lighting. DVERTISEMENT



The latest upgrade of the Super FX chip—the FX²—fits inside a Super NES Game Pak and is capable of manipulating more polygons, more texture mapped surfaces and more sprites. The RISC (Reduced Instruction Set Computer) chip even calculates pixel-by-pixel





terrain maps on-the-fly (as in Nintendo's upcoming title, Comanche) to create more dramatic 3-D effects than were possible with the original version of the Super FX. In Comanche and Dirt Trax FX, from Electro Brain, you'll see far more texture mapping and scaling sprites than in the original Super FX game, Star Fox. According to Jez San of Argonaut Software, the FX² can display 20,000 polygons per second, which is comparable to a high-priced 3DO system.



ACM doesn't require any adapters or special hardware for players, but it does require millions of dollars worth of equipment for game developers. The Challenge Computer at Rare is just one of the Silicon Graphics super computers that were used to create Donkey Kong Country.

SA9

The most recent breakthrough at Nintendo is the Super Accelerator co-processor. The SA1 fits inside Game Paks like the FX2, but the SA1 is a processor like the CPU in the Super NES Control Deck. It can access memory in the Game Pak and work directly with the CPU to provide enhanced graphics, processing speed and arithmetic functions. It runs four times faster than the Super NES CPU, improving performance by up to 500%. That translates into games with more realistic animation and 3-D environments.

DOLLARS E

Sega says they want to ease gamers into the next generation, but they're asking \$150 for the 32X and Saturn will cost more than twice that. In the meantime, you can spend another hefty chunk on Neptune—the all-in-one 32X/Genesis hybrid. What's that for? To ease you from the 32X to the Saturn? Maybe Sega should ease up on your wallet instead?

Gamers want better games today for the systems they

ADVERTISEMENT

already own. A system add-on or plug-in is expensive and you can't update it. In other words, you're stuck with it.

Nintendo's solution makes real sense: upgrade the Game Pak and the software inside with innovations like ACM, the FX² and SA1. As technology improves, so do the games.

For no extra cost...and no gimmicks...you can play the next generation of games on your Super NES.

IN CASE YOU ARE NEW TO THE PAGES OF GAMEFAN, YOU SHOULD KNOW THAT WE REVIEW GAMES IN COMPARISON TO OTHER GAMES ON THEIR RESPECTIVE PLAT-FORMS. ALSO, EACH GAME SHOWN IS REVIEWED IN DEPTH WITHIN THE ISSUE. SO YOU GET FOUR POINTS OF VIEW.



"I gravitate towards Japanese RPGs, shooters and fighters. I can live without the following: Euro-art, the hateful carnage done to Japanese characters in the US, and Sega box art. I'm not too big on platformers and I hate FMV. I'm a tough critic what you see here has most likely seen the editor's knife (Not the scores, just the talk.)" **NICK ROX**



"I'm a big fan of coin-op fighting games, RPG's, shooters, and action games, Nr u 3, shoolers, and activ games. While an occasional rac-ing or 'Doom'- style game will interest me, I try to stick to the tra-ditional 2-D stuff. FMV, digitized characters and low-res 3-D textured polygons know its a good idea to stay away from K.LEE. Music is king.' K. LEE



NOSFERATU • SNES • SETA • 16MEG • ACTION/ADVENTURE



Wow, I remember seeing shots of GR Nosferatu back in 1990! To be honest I wasn't crazy about POP, OOTW, or Blackthorne, but with its dark theme I really got into Nosferatu. Admittedly it does get a tad repetitious, but the difficulty and mazes do get harder, sustaining the experience. The game is programmed as tight as a tu-tu on Kid Fan and the graphics are superlative. Adventure game-fans will love

PHICS	9	I hate to say it, but I after five years of w
SIC	8	Nosferatu seems action/adventure g
ITROL	8	Prince of Persia. The bat system is deep
MECH	8	graphics are beaut appropriately haunt
SINALITY	8	play, however, Noste the levels repeat end
		mies and situations ter in. POP, Out

was expecting more aiting. At first glance. like the ultimate ame in the vein of gameplay and com-and involving, the iful and the music ing. After extended ratu just falls anart essly as do the ene ou find your charac of This World or lackthorne fans will love Nosferatu, but the average gamer might want to skip it.

ORIGINALITY	8
PLAY MECH	8
CONTROL	8
MUSIC	8
GRAPHICS	8

I enjoyed this game quite a bit. I would've liked more diverse background graphics, but Nosferatu provides much pleasure for the hard core gamer. Smooth animation, moody music, play mechanics up the ying-yang, and cool bosses, help make Nosferatu a solid adventure. A bit on the hard side, but worth the effort!

88	8
ORIGINALITY	8
PLAY MECH	9
CONTROL	9
MUSIC	7
GRAPHICS	9

NBA JAM TE • 32X • ACCLAIM • 32MEG • ARCADE • 1-4 PLAYER



What can I say? Scaling big headed players, muy colors and BABY MODE! Once again, Acclaim has deliv ered a sparkling edition o NBA Jam TE. I only wish the 32X had better sound.

32X owners hankering fo some arcade sports power will really appreciate this version of the Jam!

4	ILMIL	
	GRAPHICS	9
l	MUSIC	7
	CONTROL	10
	PLAY MECH	8
	ORIGINALITY	8
ı		

l am not a fan of any incarna-tion of NBA JAM, but it's pretty obvious that this version is the best yet. Major parallax, line scrolling, scaling characters and all of the arcade's samples along with the gameplay of the Genesis version creates any NBA JAM fan's dream. A near-exact arcade translation.

CONTROL	9
PLAY MECH	8
ORIGINALITY	7
0	

GRAPHICS

My favorite basketball game is back! Take the smooth feel, precise control, and addictiveness of the Genesis version, splice it together with the scaling players, extra voice samples, mucho color, and hidden codes up the wazoo, and you've got NBA Jam TE - 32X style! To date, this is the best version of the Jam I've ever played at home.

RESIDENCE	CONTROL	1
CARCOCOURS	PLAY MECH	
	ORIGINALITY	-
i		

GRAPHICS

MUSIC

ZAXXON'S MOTHERBASE 2000 • 32X • SEGA • 16MEG • CHOOTED 1 PLAYER



The last time I played Zaxxon, I wa wearing some hip LCD glasses, sittin in front of a Master System.

Zaxxon's Mother Base 2000 remind me more of a 'Viewpoint' clone tha a Zaxxon sequel but that's OK, it' still a really good shooter. The fla shaded polygons are mighty impres sive, and the play mechanics, lik jumping and 'hacking', are truly inge nious. The only setback is the nearly impossible difficulty.

ð	HUUTE	1 •
s	GRAPHICS	8
9	MUSIC	7
1	CONTROL	8
1	PLAY MECH	8
۱	ORIGINALITY	8
		7
ı		

Finally, the 32X is getting some Japanese power! Although Zaxxon's MotherBase 2000 (I'm still trying to comprehend that little) is pretty much a obvious ripoff of Viewpoint, there are many original features to be found here. Jumping over shots and co nere. Jumping over snots and combin-ing with enemies to absorb their weapons is exactly what this type of game needs, and is extremely cool. The flat-shaded polygons of MotherBase are super-joy, but the music is slightly chintzy. A definite purchase for 32X owners.

GRAPHICS	8
MUSIC	6
CONTROL	8
PLAY MECH	9
ORIGINALITY	8

A solid shooter packed with new ideas. I especially like the way the ships resemble living beings (insects, fish, etc.) Jumping to avoid enemy fire and leaping in and out of ships to use their weapons is also cool. While MotherBase sports the Zaxxon label, it has more of a Viewpoint feel. The game is way hard and the music's a little cheesy, but overall, MB is a solid polygon shooter worthy of any shooting fan's cartridge slot.

MUSIC	7
CONTROL	9
PLAY MECH	9
ORIGINALITY	9

GRAPHICS

SHADOW SQUADRON • 32X • SEGA • 16MEG • SHOOTER • 1-2 PLAYER



There is much more to Shadow GRAPHICS Squadron than meets the eye. This is a very strategy-intensive shooter. filled with hours and hours of engulfing gameplay. The HUGE polygons are extremely impressive, and the music is very good. The 'off-thetracks' gameplay sets it apart from its predecessors as do the dramatic explosions and intense dog-fights. Highly recommended.

MIISIC CONTROL DI AV MECH

ORIGINALITY

Shadow Squadron is a game that GRAPHICS seems extremely awesome at first, but begins to get tedious and gradually deteriorates into medi-ocrity. Don't get me wrong, the gameplay itself is very good and the off-the-tracks 3-D extremely impressive, but your locale never changes and the enemies repeat over and over. If you're a fan of StarFox-type games, give Shadow Squadron a whill You probably won't be disappointed.

8 MUSIC 8 CONTROL PLAY MECH

7

ORIGINALITY

I love this game! SS is the GRAPHICS type of game I've been waiting for. Not only are the polygon graphics of the highest quality and the "go anywhere" environment highpowered, but the control is absolutely perfect. And let's face it, seeing a great shooter appear is reason enough to celebrate. Shadow Squadron is the best of the 32X bunch.

9 9 CONTROL PLAY MECH 8 8 ORIGINALITY

MUSIC

GEX • 3DO • CRYSTAL DYNAMICS



ACTION/ADVENTURE 1 PLAYER

2-D power... on the 3DO? Who-da' thunk it? Gex not only features many hours of platforming bliss, but high replay value as well. Dana Gould's comedic talents actually add to the fun, and the abundance of diversity is astounding. No two levels are alike! Somehow Crystal also managed to pull off up to five levels of parallax, this I did not expect. I WANT a sequel!

GRAPHICS 9 MUSIC 8 CONTROL 9 PLAY MECH 8 ORIGINALITY

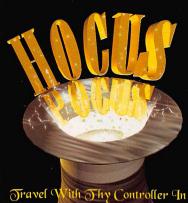
Can it be? A 2-D action platformer on 3DO... and a good one at that? Yes! Gex is one of the most impressive games I've ever seen, if you take the 3DO's practically non-existent 2-D capabilities into account. This is a system with NO HARDWARE SCROLLS, and the programming gods at Crystal Dynamics have managed to display five! Gex's gameplay itself is just as high-quality as its technical aspects, and most of Dana Gould's one-liners are hilarious... if you can hear them over the music and sound effects. A must-buy for 3DO owners.

GRAPHICS 8 MUSIC 8 CONTROL PLAY MECH ORIGINALITY

Here's a great 2-D action game for the 3DO. The quest is very long, the music is high quality, the game has much humor, and Gex himself is totally unique. The graphics are perfectly drawn bitmaps mixed with SGI power and look awesome. The icing on this cake, however, are the totally unique play mechanics and enough hidden stuff to keep you searching and scratching your head for weeks.

9 MUSIC 9 CONTROL DI AV MECH 9 9 **ORIGINALITY**





To A Jand Where Han aters Prosper...

FATAL FURY 3 Neo•Geo / Arcade

Here's every character's super move for SNK's new Fatal Fury 3. These moves must be done when your energy bar is flashing red.



JE MARY: MARY TYPHOON ∠ HOLD ↓ ↓ → ↗ + BD



TERRY RD: POWER GEYSER $V \times \leftarrow \times \rightarrow + CD$





↓ HOLD

→ + CD





: RAGING STORM $\kappa \rightarrow \lambda \uparrow \kappa \leftarrow \lambda + CD$





DANGEROUS WOLF ↓↓↓ + BCD



ASH: ARMAGEDDON BUSTER >> 1 1 K ← + CD



HON-FU: KADENZER'S PHEONIX $\forall \ \ \ \leftarrow \ \ \ \ \ \ + \ \ BD$

total of 23 games) enter your name at

the high-scores screen as the initials

DAYTONA USA

Sega Saturn
Mirror Mode: Simply hold down
START at the "Select Your Track"
screen to race it in reverse. (Note: This works in Saturn Mode only)

Time Attack: Simply hold down START at the "Select Your Car" screen to play a special Time Attack mode with no enemy cars. (Note: This works in Saturn Mode only)

Karaoke Mode: Hold UP on your pad when you select a track to play a special Karaoke version of Daytona with the words scrolling by along the bottom of the screen... "Let's go away!" (Note: This works in Arcade Mode only)

Change Music: Enter the options and set your controller functions to "B." Now begin a new game. At the "Gentlemen, start your engines" screen, press any of the three view buttons (X, Y or Z) to change the music of the track.

Stop the Slots: Press the X button while in front of the slot machine in the Beginner track to stop the wheels. Get three sevens for extra time on the clock!

Get New Cars: Place first in any track and you'll get to race as a new car in Saturn Mode.

Rotate the Jeffry Statue: In the expert

278 Km/s

LU

track, stop in front of the Jeffry statue and press X.

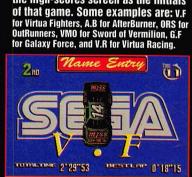
Listen to AM2 Music: To listen to music from any game by AM2, (A



Karaoke Mode!



Extra Cars



AM2 BGM Test





SELECT HISSIBN PRESSO

Enter the Mirror Mode/Time Attack codes at the select screens.

Place first to race as new cars!



Enter the music-change code here.



Stop the slots to get extra time!



The Jeffry Statue

Popful Mail

Sega CD

After finishing the game, wait about two minutes until the wo<u>rds "THE</u> END" appear on the screen. A graphic screen similar to the title screen will appear showing both your finish time and your rank. Depending on your rank, you may hear Gaw tell you to finish the game in a faster speed to 'see something really good.'

Ricky Johnson of Ontario Canada

THEME PARK

Atari Jaguar

Get all of the rides and shops by only paying for the shops: Start a regular game and go to the research vat screen. Put all of the juice in the machine (\$9,999). Put all of it into research for the new shops. Keep all of the juice in the machine until the month after you get your last ride (the arcade). That will be two years and 5 months in May. Go to the quick menus, and press A over the ride icon. You will be able to pick all of the rides, including the roller coaster. To make the process faster, put the game speed on +20.

CANNON FODDER

Atari Jaguar

Regain Weapons (Must have two men left): Split off another troop with no grenades or bazookas. The new troop will have the dead troops' weapons.

CLUB DRIVE Atari Jaquar

Drive on Planet Todd: During the World Selection Screen, enter 4 + 2, firebutton. ("The Hitchhiker's **Guide To the Galaxy" Answer)** Drop & Fixed Camera Views / Debug: During gameplay press 8 + 6 (On either controller)

All Jag codes from Michael Ferguson of Hazel Park, MI



KASUMI NINJA Atari Jaquar

Character Vs. Same Character:

First enter a blood lockout code. Then, in the options screen, select "Change Code":

On Controller #2: Hold A + C On Controller #1: Key in 6, 2, 1, 5, 4, 4 It will say "wrong code," but you can now play player vs. same play-



OUARANTINE

Level Passwords:

2nd Level - 98645782 3rd Level - 89962254 4th Level - 54185654 5th Level - 92146125 **Ending Level - 33289642**

Bobby Bilina Crown Point IN



ZOOL 2 Atari Jaquar

Enter the following codes at the option screen -

Infinite Health: 1, 1, 2, 7, 5 99 Lives: 3, 1, 9, 6, 5 Level Codes:

Level 2 (Bulberry Hill): 7, 7, 7, 4, 9 Level 3 (Tooting Common): 8, 8, 5, 6, 3 Level 4 (Shaking Pass): 3, 3, 6, 6, 6 Level 5 (Mount Ices): 1, 1, 9, 6, 8 Level 6 (Mental Blockage): 9, 1, 2, 6, 6 Bonus round after each stage: 3, 1, 8, 6, 7







BATTLECORPS

Sega CD

Stage Select: Enter the Option screen and choose "Practice Mode". Now pause the game and enter the code "B, A, B, A, Right, A, C, Up" and unpause. The screen should flash white. Now hold down A, B, and C and press Start. You'll be returned to the main menu of the game. Begin a new game and press Up or Down to cycle through the levels!

BEYOND OASIS

Sega Genesis

Infinite Omega Sword: In the forest west of the castle, there is a lone tree by the zombies. If you go behind it you will fall into a pit, in which there are 100 levels of monsters. If you reach the hundredth level without being killed, you will receive the infinite OMEGA sword! WARNING! You cannot use any food to replace HP or SP. It can be done... you can use your light ball on certain enemies and items to summon different spirits.

Don Luciano Agunos of San Diego, California

RISTAR THE SHOOTING STAR

Sega Genesis

Enter the following codes at the password screen.

Stage Select: ILOVEU
Boss Rush Mode: MUSEUM
Copyright Info: AGES
Remove All Entered Codes: XXXXXX

Scott Wold of Downers Grove, Illinois & DHGF

Insane Difficulty Level: SUPER Onchi Music System: MAGURO Time Attack Mode: DOFEEL

OSS RUSH





TRUE LIES

Snes / Sega Genesis

Many Joyous Codes: These codes should be entered at the password screen. Infinite Lives: B, G, L, V, S, End Full Weapons: B, G, W, P, N, S, End Infinite Continues: B, G, G, R, L, Y, End Go to 2nd Level: B, R, H, F, J, R, P, End Go to 3rd Level: T, S, N, J, M, L, C, End Go to 4th Level: C, Q, L, G, F, N, Z, End Go to 5th Level: J, B, Z, N, K, G, N, End Go to 7th Level: K, Y, N, C, R, Y, M, End Go to 9th Level: K, Y, N, C, R, Y, M, End Santiago Navas of Hialeah Florida

Santiago Navas of Hialeah, Florida







The Super Hocus Pocus Giveaway - Send in your codes... good, bad, or ugly. We'll choose one grand prize winner each month. Codes cannot come from a previously published US magazine. Winners will be drawn each month and displayed here in Hocus Pocus, a place where cheaters can prosper now like never before. (Current subscribers will receive a one year extension.)

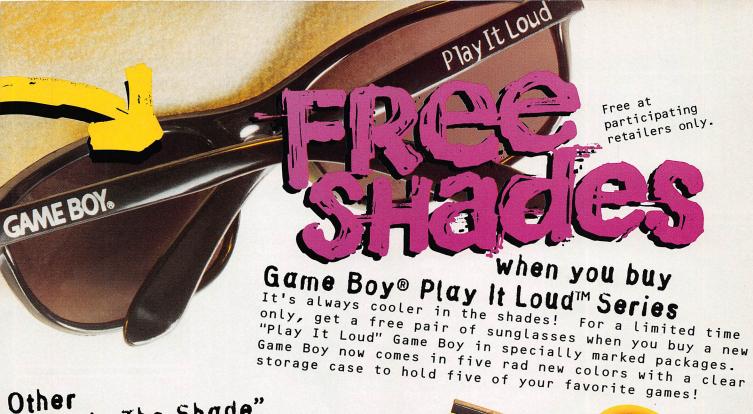
1st Prize: Michael Ferguson Hazel Park, MI e: Santiago Navas Hialeah, Florida e: Don Luciano Agunos

San Diego, California

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CAREFARE UP TO THE MERCUTE







You wanted it, you got it! GameFan: Up To The Minute is here to stay! I can't guarantee where you'll find it each month because we simply keep a floater in the layout, so be sure to keep an eye out for this bonus page.

This month, we received these exclusive Saturn Street Fighter: The Movie shots from our friends at Capcom, just in time.

So far there are only two finished characters in the game; Cammy, and Ryu. Judging by these shots the Saturn version is identical to the coin-op

(which is previewed in this very issue on page I2O).
You can read all about this surprising

digi-fighter and then make plans to pick it up on Saturnday! SF: The Movie should be ready in time for a simultaneous release with the Sega Saturn on September 2nd.

We will of course bring you more on this and all of Capcom's great 32-bit Saturn software (which includes Night Warriors, X-Men, and Street Fighter Legends) as it is made available. Of course begging a little never hurts either.

-E. Storm















In the Darkest Hour,



Hope Springs Eternal.







AVAILABLE JUNE 1 PLAYER







littering can earn you jail time in an Iso-Cube. quick jolt to the restless, embittered citizens, and mere ruie, where catteine dealers risk their lives to sell a automation and robotics have made unemployment the retiring Judges go for the long walk... A world where the Great Atomic War of 2070, where mutant spawn and Radiation Desert called the Cursed Earth, created during states. In between the three Mega Cities lies the Wasted ing metropolitan areas covering what used to be the The tew inhabitable areas left in America are sprawl-

torces work to bring him down. inds himself on the wrong side of the law as unseen Justice, and it's dispatched on the spot! Judge Dredd authoritarian keepers of the peace believe in speedy not by there peers but by judges. These unforgiving, year 2139, the seething citizens of the world are judged sprawl, order is no longer kept by a police force. In the CityBlocks. Within the dismal confines of this enormous zens, 60,000 of which exist in soulless self-contained Welcome to Mega-City One, home to 400 million citi-

difficult to defeat. control both living humans and corpses, making them spirit form, these Dark Judges are able to take over and Under the guidance of Judge Death, who exists only in Dead World is controlled by the elusive Dark Judges.

Iney are determined to steal an inter-dimensional way to eliminate crime is to eliminate the living! that since all crime is committed by the living, the best Their approach to the law is inhuman; they believe

woods... big mistake! brand of justice to Mega-City, Dredd's neck of the Jump device which would allow them to bring their evil











I'M A DOCTOR JIM, NOT A TARGET!

OU CAN RUN.

BUT YOU CAN'T HIDE!









Unless you live in a cave I'm sure you're aware of Judge Dredd, the latest comic gone big time Hollywood movie starring Sylvester Stallone. Acclaim has managed to time the game perfectly with the theatrical release. As a result you are looking at a June 'Preview' related to a June movie. That's a welcome switch! I hate waiting for the game when a movie is hot, and I'm pretty sure this one is gonna' be a steamer!

If Dredd the game is any indication of what the movie will be like, Sylvester may top Demolition Man, (although that'll be tough without Sandra.)

Opce again, Probe has worked their magic and come up with a solid action adventure. As usual JD is not you're average no brainer. There are missions to complete, and computers to access, reminiscent of the joy filled Probe 'Aliens' game. The characters in Dredd are highly animated and the backgrounds highly detailed, music's cool too! I'll be back with a thorough review next issue. -E. Storm

















THE GODS ARE AWAKE, AND THEY ARE ANGRY, GET READY FOR PRIMAL RAGE

TWI 24 MEG FIGHTING 1-2 PLAYER(S) AVAIL. AUGUST

















WELCOME TO URTH!





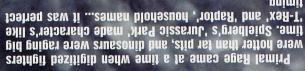












lived, arcade hit. some of MK2's thunder, and became a huge, but short This blissful 'stop motion' coin-op managed to steal

appropriate to bludgeon a dinosaur, than it is a human tional, stop motion animation characters. It's more carnage formula and makes it permissible, using fic-Primal Rage takes the tried and true heavy blood and

do a Dragon Punch? cuting a move. It's do-able, but wouldn't you rather just used to it, it's still awkward, especially with a Sega six-button. Try holding A and Y simultaneously while exeety is the treaky control mechanism. Even after you get I think what's kept Primal from reaching MK's notori-

fighter in my opinion, and from a technological stand-point, it's one of the more impressive games in recent memory. Certainly, being in 64-col-ors doesn't help PR to much, but the ors doesn't help PR to much, but the Besides the awkward control, Primal is an excellent

arcade game play is faithfully repre-sented on the Genesis.

with a review in the near future. and fluid game play. I'll be back preview version, such large sprites I was mighty impressed with the











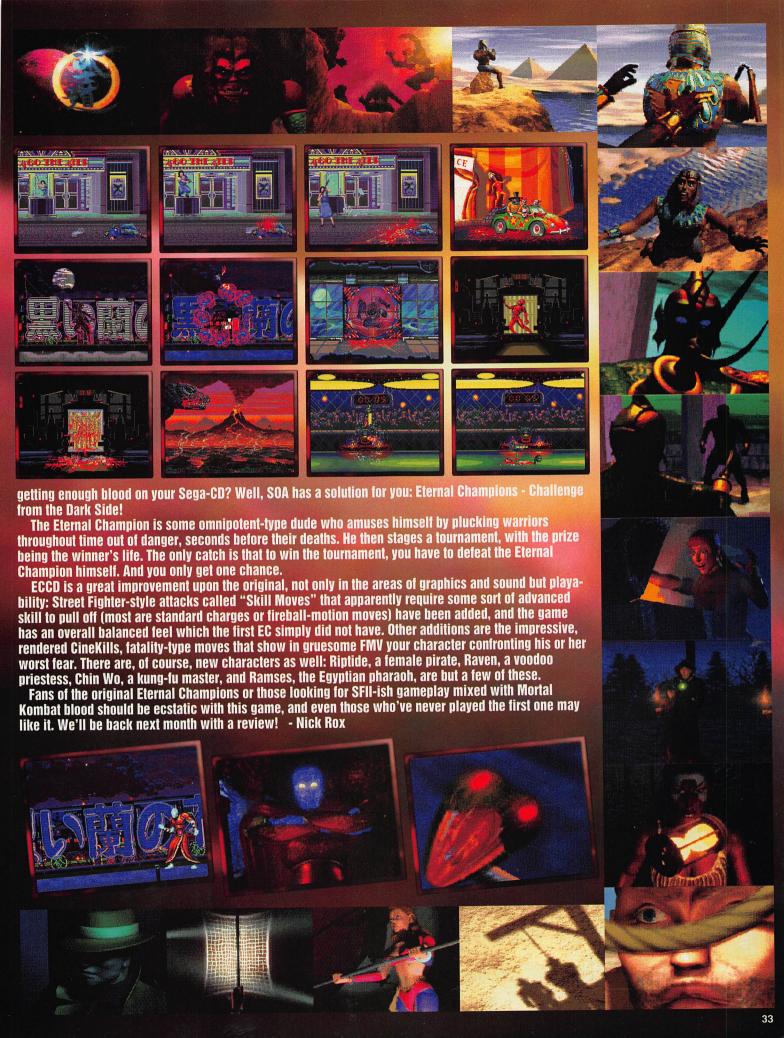








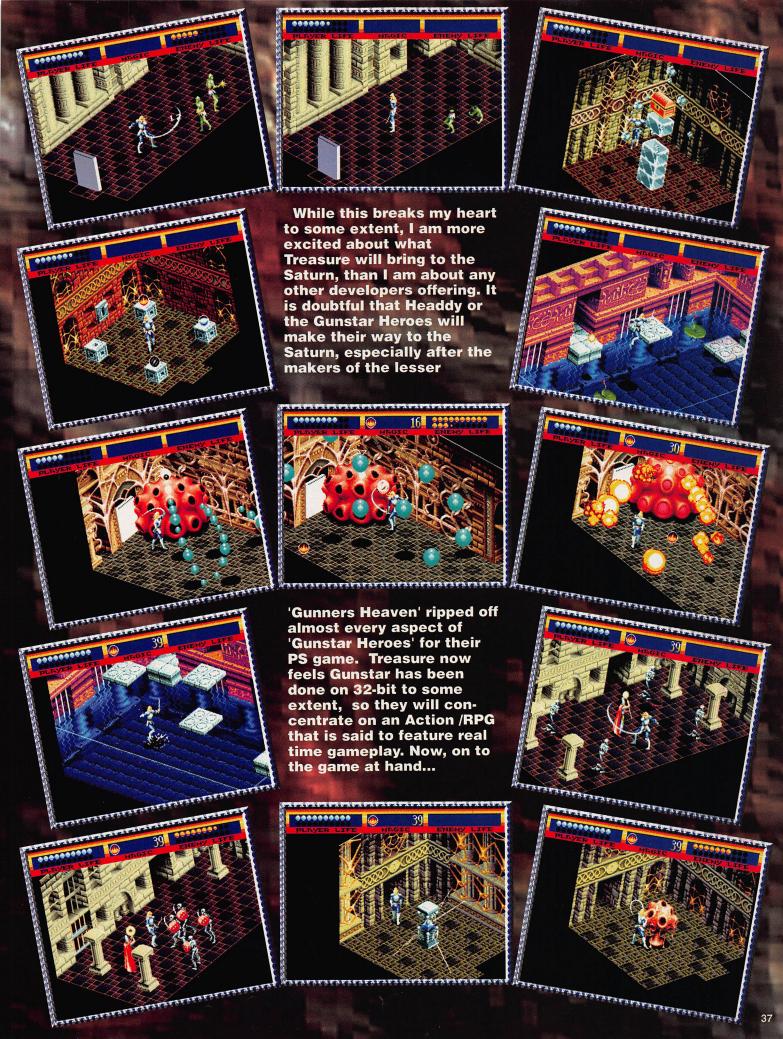






























ACCLAIM **20 MEG FIGHTING** 1-2 PLAYER(S) AVAIL. JUNE





BATMAN



















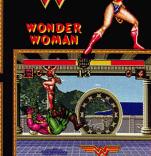






















Fighting games have become one of the biggest genres in gaming. It seems that just about every third party wants to throw their hat in the ring. Sunsoft/Acclaim's Justice League Task Force (a product of the recent distribution deal between the two companies) is ready to go, on both 16-bit platforms.

The Genesis version is the epitome of averageness. The graphics are drawn nothing like the comic book heroes, the music is only fair, and the gameplay is comprised mostly of fireballs and charging moves. Not that these are bad play mechanics, they're the greatest. It's just that with no drama or personality of any kind to back them up, they seem totally watered down. The premise of JLTF is that Darkseid has plans to take over Planet

Earth, and use it as his base to control the universe. To stop this evil plan, you control one of the following Justice ! eagle members; Superman, Batman, Wonder Woman, The Flash, Green Arrow or Aquaman. In order for Parkseid's plan to work he must eliminate the Justice League once and for all, so he uses his dark powers to pit the League against one another. Hence, good guys fight good guys fine by me. It won't hurt my IMAGE. Maybe it'll SPAWN a MAXX'ed out sequel - Kid Fan

Look $\vec{n}e^*$ it's ferth Worm Jim... egain! Back so soon? But of Course. Did you think Genelen would deprive you of Jim 2 power? No way! The second Shiny gave us the AOK we scoted down to Lagoony beach and grabbed us a heapin' helpin' of Jim 2! Well at least some early screens that is.

You thought Shiny infressed us the first time out? Weit 'til you see what they are doing on the Genesis now! It's mind numbing! Clockwork Knight like 3D, stages that you fare out yourself, SGI graces and backgrounds, and a whole bungh of other stuff that we ain't never seen before on the Genesis. Here's white Do had to say about Jin 2 so far.

"EWJ pulls no punches, from bombing runs over hostile and alien continents, storming the hostile innards of an energy sucking planet (with Jim disguised as a salamander no less!) to "eating dirt?!" Added to Jim's already impressive arsenal of weapons and special moves to his ever faithful and resourceful pal, **Snott**, allowing Jim to leap, climb and swing to new, secret places."

The Look:

"Utilizing the new and improved Shiny technique, **Animotion II**, Jim attains an animated motion picture quality and feel not only in attention to detail, but in fluidity of motion as well. CG modeled and rendered characters and environments will be more pronounced in Jim's new universe."

The Story:

"Hideously mutated and deformed describe the irradiated bovine comet, the princess' fate once again rests in Jim's heroic hands. His mission: Traverse the cosmos for the only cure to free the princess from her heifer-half. All the ingredients that are necessary for the antidote are spread across **ten** exotic and very hostile worlds. Somewhere in the background is Psycrow, working his evil machinations against Jim." **The Worlds:**

Among those under consideration are...

Lorenzo's Soil -Within the earthy soil of Burbank lies an archaeological claim that might be the lost temple of Psycrow, in which lies one of the ingredients to the antidote Jim seeks. Jim must dig, dodge and drill his way to the treasure and past the world's twin rulers Lorezno larvae and Pedro pupa to reach the safety of the surface soil ... or eat dirt!

Wormburger -"A world of hurt for Jim containing forks, graters and salt for his wounds."

Peter, Pound and Mary -"Jim catches Psycrow in the act of Purloining Peter Puppy's prodigy. Cornering Psycrow in an abandoned space-port control tower, Psycrow attempts to get rid of the evidence by throwing the helpless pups out the window ...Jim to the rescue."

The Flyin' King -Destroy everything below, above and around you.

Villi People -"As fun as it sounds! Out of the thousands of letters we got from gamers, a flying cave salamander level was the most requested feature for Earthworm Jim 2. So not to disappoint, it's there in living level."

Circus of the Scars -All of the worst and embittered circus performers of the universe have built a circus-like stronghold, capturing the unsuspecting aliens and forcing them to watch really bad performances from inhabitants like Splat, the tightrope walker, and 6 Thumbs, the knife thrower.

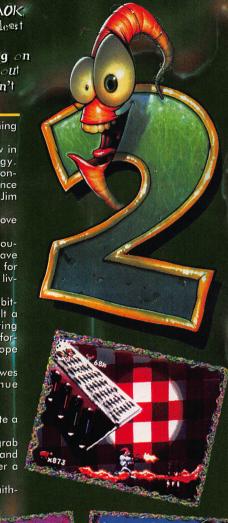
1.S.O. 9003 -More fun with accountants: Jim owes back taxes to the I.R.S. (Intergalactic Revenue Service).

New Moves:

Defense move -Suit holds out vertically to create a "rubber band" defense.

Whip-grab -Suit uses worm like a lariat to grab power-ups or reach swing points. Also can grab and pull heavy objects towards Jim (e.g., a rock over a spike bed to create a stepping stone).

Snott swing -Jim utilizes his ever present and faithful sidekick to help him bridge the gaps.







What's that smell? Oh, it's your butt. Sizzling, scorched and smoking. You made the tragic mistake of thinking Kirby's new buds were harmless stuffed animals. Man, were you burned. This is Kirby's Dream Land 20 for Game Boy® and Super Game Boy®, // and you're in the hot seat. Kirby's scraped \ under the desk of the animal kingdom and come up with a handful of down and dirty Vallies. They may look adorable, but they make Kirby deadlier than ever. Meet the owl that slings boomerang feathers. Shake fins with a fish that lets Kirby swallow under water. Kneel before the hamster that coughs up white-hot spheres of justice. "Cuddly"? Hardly. So hike up that asbestos underwear and watch your language.



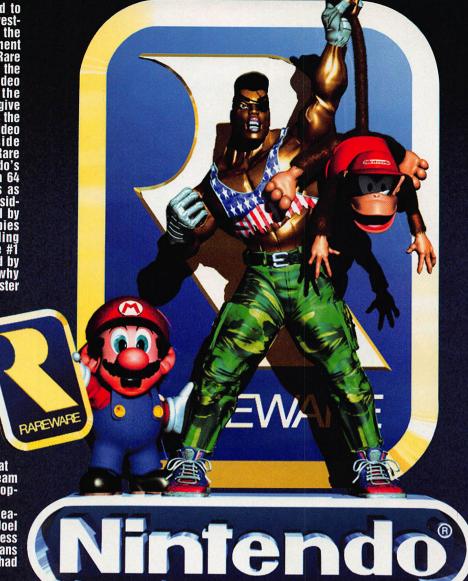




Nintendo announced they has agreed to make a multi-million dollar capital investment in the U.K. based Rare, one of the world's hottest video game development companies. Nintendo's investment in Rare will ensure that Rare remains not only the world's most technically advanced video game developer, but also one of the largest. The investment, which will give Nintendo a 25% interest in Rare, marks the first time Nintendo has invested in a video game development company outside Japan. Under the "Rareware" label, Rare will be developing games for Nintendo's SNES, Virtual Boy, Game Boy and Ultra 64 hardware. This announcement comes as little surprise to industry observers considering Donkey Kong Country (developed by Rare) sold more than 7.4 million copies worldwide making it the fastest selling game of all time. Couple this with the #1 status of Killer Instinct (also developed by Rare) in arcades, and you can see why Nintendo would want invest in Rare faster than you can say "Gold Mine". It's no secret that the development talents of Rare are held in high regard by Nintendo. Howard Lincoln, Nintendo of America chairman had this to say about Rare-"Based on the tremendous worldwide success of Donkey Kong Country and Killer Instinct, it's clear that Rare is the best video game development."

Recently, GameFan had the distinct pleasure of speaking with Mr. Lincoln, and Joel Hochberg. Rare president on the progress

Recently, GameFan had the distinct pleasure of speaking with Mr. Lincoln, and Joel Hochberg, Rare president, on the progress of the Ultra 64, Virtual Boy, the future plans of Nintendo and Rare. Here's what they had



An Interview With Howard Lincoln

GameFan- Congratulations on acquiring Rare. Ever since Battletoads we've been huge fans. We also know that they have been working magic since the old Amiga days and have always been the envy of the European development scene.

GF- Judging by the specs, you obviously have the highest powered new system at the best price. However, the consumer has not yet seen an Últra screen shot, and only a handful of games have been officially announced. If the Ultra is a '95 product don't you think its time to let the cat out of the bag? The letters are REEEAAALY piling

Howard Lincoln, Nintendo of America chairman- Because of the tremendous amount of speculation in the industry of specs, and the launch date, of not

only Ultra 64, but the Saturn and PlayStation, and given the proximity of the E3 show, we have put an embargo on commenting at all about NU64 until the show. Certainly the questions you have raised are going to be answered at the show. I think there is a way of answering the question that ties in what you were saying before. The NU64 is a very, very powerful hardware platform that can do a lot of things, and it's going to be priced very competitively. But the most important thing is not to disappoint the consumers. The important thing is to come up with really great software. That is one of the reasons why we've made this investment in Rare. What you have is a platform like Ultra 64 that requires people to be on the leading edge of technology to work with SGI workstations and other technology that a lot of people in our business are not really that skilled at.

So you've got to have those people, and at the same time you have to have people that are capable of making video games that won't put people to sleep. That combination of talent, the technology side and the creative side, is very, very difficult to find. You can find one part or the other part in various parts of the world, but finding them together is extremely rare. The Rare people, particularly Chris and Tim Stamper, combine first class game developer talent with technology expertise. We are counting on them as one of the key parts of our Nintendo Ultra 64 strategy. It's also what we are doing in 16-bit. I can guarantee that when you walk out of the E3 show you will see that we have the best line up of 16-bit software in the back half of 1995 that we've ever had and that includes 1994 with Donkey Kong Country. One of the games that I can

talk about is the sequel to Donkey Kong Country.

Joel Hochberg, Rare president - Don't over look the Game Boy product.

ML - We've got Donkey Kong Land, that also for the first time has the Advanced Computer Modeling technology from Donkey Kong Country incorporated in Game Boy. That will be released in June, 1995. We've got some other Game Boy surprises from Rare that I think you'll be very pleased with.

GF-That brings me to my next question. Together with Rare, how many DKC quality 16-bit titles do you plan to produce per year.

HL-It's hard to give you a number. There are two titles that Rare has been working on that are 16-bit titles which will be shown at E3 and they will be introduced in the back half of 1995. We have some other 16-bit titles that we are planning on introducing as well. But typically, Nintendo has approached the market of releasing fewer rather than more titles. That's the approach that Rare is quite comfortable with too. We moved over seven and a half million Donkey Kong Country cartridges between November of 1994 and today. The game is not about how many titles, it's really the quality of the title.

GF- Absolutely, we also emphasize quality.

HL-I know, I read your magazine. One thing I can tell you is that I think we will probably introduce slightly less 16-bit titles this year than we did last year.

GF- How many titles does Rare have planned for the VR Boy and Ultra following their launch?

HL- Rare is working on titles/games for VR Boy and Ultra 64. Of course if we told you the names of the titles, then we'd have to kill you. And I can't figure out how we'd do it through the speaker phone.

GF - Well, Eileen was kind enough to provide a cyanide capsule with my Fed-Ex package.

GF - Will any Rare titles for the NU64 be on display at E3?

ML- I can't answer that question because we can't really comment on Ultra 64 for the E3 show.

GF - Which system will be your main emphasis going in to '96? Or will you support all four aggressively?

HL - We will continue to aggressively support 16-bit platforms. Certainly in 1996, we

will obviously be supporting VR Boy and Ultra 64. I think that once you've seen what we've done with Game Boy in 1995 with the titles that we are going to release at E3. you will see that Game Boy has additional life and we will continue to support it into 1996. I think that your point is good, right now we have two platforms and we will be expanding to four. And that always raises the issue of quality, and the issue of who's paying attention to what. At some point in time you are going to see SNES phase out, but certainly not in 1995 or 1996. It's hard to speculate on what's going to happen after that. We are feeling very good about VR Boy and certainly Ultra 64. Joel, your guys like the VR Boy a lot don't they?

JH - Yes, I think some of the technology that we were not able to use in conventional screen display we are going to be able to use is a very convenient manner providing an extra special 3-dimensional screen with VR Boy. We are excited about a couple products we are working on for VR Boy.



JM - We've been working on Ultra 64 since the early days of hardware concepts. The results so far are absolutely dynamic. The requirements for very significant special effects become more apparent when you have a system that can produce the technical accomplishments of the Ultra 64. As of the first go, so to speak, we can't be very

GF - Does the fact that the dollar is at an all time low in Japan, have any bearing on your decision to join forces with a European developer?

specific in respect to time frame.

the two. Certainly the strength of the Yen to the dollar has an dramatic effect on Nintendo, Sega, and any other company that is headquartered in Japan. That doesn't have anything to do with this decision. And nor does our decision to invest in Rare. I really think this is a very unique and special investment and I don't anticipate that you are going to see Nintendo doing this with other companies, even though we have a very good relationship with a number of 3rd party developers who are working on everything from VR Boy and SNES to

Ultra 64. I really think it should be regarded as unique.

GF - What companies in Japan do you have similar agreements with?

HL - Nintendo Company Limited has relationships with various developers including some minority stock ownership positions. I'm really not the person to comment on that because I don't know all of the details. What I can tell you is that the press release indicates this is the first time we've done anything like this outside of Japan.

GF - Will all of Rare's games use SGI graphics? Or will traditional animation be used as well?

JH - I think we've grown our own kind of position in respect to what the public is looking for, the ACM style and I think we have a few other surprises as well. You can be on the lookout for some very special technical effects coming from us.

GF - Do you feel that this deal, along with two major hardware launches, will put Nintendo back on top?

IL - If we look at this thing on a worldwide basis, there is very little competition. Looking at sales, and in particular the earnings of Nintendo, there is no comparison between those numbers and anybody else's including Sega, which is a minor player when you look at the market across the world. If you do some checking you will find that both Nintendo and Sega have commented in the last ten days on what they expect their sales and their pre-tax profits will be the fiscal year ending March 31. If you look at that you are going to see that Nintendo's pre-tax profits were five times greater than Sega's, and that Sega's operating ratio has gone in the tank. So I think on a worldwide basis, we are okay. In the U.S. we certainly teel that the Tryst data makes it about a 50/50 market given a few points here and there. Since the beginning of the year and as DKC has cut in, we are ahead in market shares in the 16-bit area as measured by Tryst. Obviously Sega has done very well and I think we have gotten back and regained the momentum we had lost at the end of 1993. I feel very good about this and I think the days of "Gee, Sega is cleaning Nintendo's clock in the U.S." are long gone.

GF - That's kind of what my take is on the whole thing as well. Nintendo's going back to what made them the giant that they are, by getting back to basics. Everybody is screaming about graphics, and new technology. We'll all see what Ultra can do soon enough. Right now we're seeing what you can do on 16-bit. Showing there's no need for a CD, or an upgrade to play next generation software. Look what you can do if you're committed to the product and to the consumer.

HL - Well, I couldn't have said it better myself. In fact, would you like to come to work for me?

JH: Can we quote you?

III. - And I'll pick up your pen and write the story.

JH: If I could just add to what Howard said, As far as I'm concerned Nintendo has always been on the top and for us, as developers to associate with the company we feel will be first and foremost, you can tell what we feel Nintendo



Nintende

- HL Well thank you, and that's where we are heading. I think you've said it very well. You also have to measure this thing over a long period of time. Ultimately, as a public company, our principal obligation to our shareholders is to make money. We have done that consistently. You do it over a long period of time by creating a brand that people associate with quality games. And every time you take your eye off the ball, you get hurt.
- GF Many feel that 16-bit has not run its course as the best games such as DKC, and Rare's future titles are just coming out, how long will you continue to support the SNES?
- ML As for 1996, it's really just speculation. I think the point we are making is certainly in 1995 and 1996 and presumably in the future, is that we're going to be supporting SNES. The point I want to make is this: The market right now is soft for any 16-bit title except games of the caliber of Donkey Kong Country.

GF - Except for Home Runs

ML - Except home runs. But that shouldn't be a signal to companies to get out of the 16-bit business where there's such a huge installed user base. What it means is that consumers are saying, "Show us something that's a real quality product." I think that you are going to see more 3rd party publishers getting out of the 16-bit. I don't know where Sega is on 16-bit but we don't have any plans on getting out. What we have is a plan to make the games even better than they were before. If we introduce a

B title on 16-bit it will be very difficult to sell in this market.

GF - I think that's really just the evolution of the informed consumer, our target market.

HL - I completely agree with you. I think that the media in particular does a disservice because they don't focus on what you guys have focused on. There is a

market for people who like to play video games.
Those are our consumers. If we are faithful to them, then we are going to be okay.

GF - I think that's the big issue. Unfortunately, simply because a 3rd party brings out a B or C title which fails, automatically the rest throw up their arms.

IL - I think there's that, and there's also the fact that some of those companies are probably companies that have to come up with some explanation for why they are not making their numbers. It leaves the impression that category is gone. That attitude was present in the back half of 1994 and two things happened. One obviously is Donkey Kong Country. It's not just that we introduced that title, but we spent between tifteen and twenty million dollars in the U.S. marketing it. In addition to coming up with great titles, you also have to put the marketing dollar behind it.

GF - We feel the Virtual Boy has amazing potential, but we seem to be alone with our opinion. Can you shed some light on the subject? Where exactly does the Virtual Boy fit into Nintendo's and Rare's plans?

HL - We certainly did not come out of the Shoshinkai show with a scroll of positive comments from the media. And perhaps in retrospect we showed the product a little bit too early. When we showed it again in January at the CES show, I think the reaction of the trade was much better. And it may very well be that they were expecting worse. But I don't think so, I think that they saw the potential and the software development had gone a little bit further. The reaction of the retailers was quite positive. We've been doing a lot of focus group testing on this product as the software gets better and better. And what we're finding is that peo-ple that play it, like it because it's a new experience. There's a lot of really neat things you can do with this that you can't do using a television monitor. So the focus groups we've done have been quite, quite positive. And the software that we are

working on is developing a pace. We are not going to introduce this product until summer. It's going to be introduced in Japan in mid July. By then I think we will have the quality of software we need to launch the product. It's going to be difficult to market the product because you can't make a television set that says this is what the graphics look like. So that's a challenge for us. But that's the business we are in. But I think that like in anything else whether it's Game Boy or whatnot it all depends on the software and the price point. The only thing I'd add to this is the guy who made this is the same guy who made Game Boy, Mr. Yokoi. I asked him how do you think this will do relative to Game Boy. He said that he thinks it will do a lot better. This is an experienced professional in the video game development business, who has a very long successful track record. You have to factor that in as well. The whole purpose is to bring in a new type of entertainment to video gamers. and I think we can accomplish that.

GF - I think that's where we're coming from, this is a new experience entirely. This is something, that if done right, can be very fulfilling. But it's something completely different. You're either going to approach it with an open mind and say, "Wow this really has potential", or you will pre-judge it and say, "Well it's only got two colors". That to me is irresponsible. In this business you can never judge a product until it's had a chance to show it's true colors. It's an experience, completely different from sitting down in front of a TV.

HL - It is a different experience and we'll just have to see how the software goes. We feel very good about it.

GF - Well, we are behind the project one hundred percent and cannot wait to get ours.

L - You'll have some problems in trying to explain it to your readers, because it's hard to picture those graphics. I'm interested to see how you guys do that.

GF - Well, we have a couple of tricks up our sleeves.

WALE - Good, because we will be watching. I know that the Nintendo Power people have some tricks too.

Thank you for your time. We are extremely excited about everything Nintendo is doing and cannot wait to fill in our anxious readers. You have the undivided attention of the gaming world and GameFan is behind you 110%. We will continue to report the facts as they are made available. Thank you for aiding in this process. BEST OF LUCK!











SPECIAL FEATURE!

The following information is provided courtesy of Shiny's "reasonable explanation" of EWJ2, as written by David Perry, president, Shiny Entertainment. The characters and the levels described are, of course, subject to change.

Here's our first glimpse of EWJ2 (working title) for the SNES. This time around Nick is going insane, slapping those keys like a crazy person! He's creating some of the most stunning SNES visuals we've ever seen (with a little help from his friends of course)! I'm telling you, the man is possessed! Jim 2 SNES looks amazing with 256 beaming colors! The SGI graphics that we saw looked ultra cool mixed with Shiny's brilliant traditional animation. Tony Tallarico is possessed as the Conseil page institute and the proof this and the conseil page institute and the proof this and the conseil page institute and the page that the page the conseil page institute and the page the conseil page institute and the page the page that the page the page that the page that the page the page that the page tha ing superb. Now here's the same stuff we printed on the Genesis page just in case you only read this one!

"EWJ pulls no punches, from bombing runs over hostile and alien continents, storming the hostile innards of an energy sucking planet (with Jim disguised as a salamander no less!) to "eating dirt?!" Added to Jim's already impressive arsenal of weapons and special moves to his ever faithful and resourceful pal, Snott, allowing Jim to leap, climb and swing to new, secret places."

The Look:

"Utilizing the new and improved Shiny technique, Animotion II, Jim attains an animated motion picture quality and feel not only in attention to detail, but in fluidity of motion as well. CG modeled and rendered characters and environments will be more pronounced in Jim's new universe.

The Story:

"Hideously mutated and deformed describe the irradiated bovine comet, the princess' fate once again rests in Jim's heroic hands. His mission: Traverse the cosmos for the only cure to free the princess from her heifer-half. All the ingredients that are necessary for the antidote are spread across ten exotic and very hostile worlds. Somewhere in the background is Psycrow, working his evil machinations against Jim."

The Worlds:

Among those under consideration are...

Lorenzo's Soil -Within the earthy soil of Burbank lies an archaeological claim that might be the lost temple of Psycrow, in which lies one of the ingredients to the antidote Jim seeks. Jim must dig, dodge and drill his way to the treasure and past the world's twin rulers Lorezno larvae and Pedro pupa to reach the safety of the surface soil ... or eat dirt!

Wormburger -"A world of hurt for Jim containing forks, graters and salt for his wounds.

Peter, Pound and Mary -"Jim catches Psycrow in the act of Purloining Peter Puppy's prodigy. Cornering Psycrow in an abandoned space-port control tower, Psycrow attempts to get rid of the evidence by throwing the helpless pups out the window ...Jim to the rescue

The Flyin' King -Destroy everything below, above and

around you.

Villi People -"As fun as it sounds! Out of the thousands of letters we got from gamers, a flying cave salamander level was the most requested feature for Earthworm Jim 2. So not to disappoint, it's there in living level."

Circus of the Scars -All of the worst and embittered circus performers of the universe have built a circus-like stronghold, capturing the unsuspecting aliens and forcing them to watch really bad performances from inhabitants like Splat, the tightrope walker, and 6 Thumbs, the knife thrower.

I.S.O. 9003 -More fun with accountants: Jim owes back taxes to the I.R.S. (Intergalactic Revenue Service).

New Moves:

Defense move -Suit holds out vertically to create a "rubber band" defense.

Whip-grab -Suit uses worm like a lariat to grab power-ups or reach swing points. Also can grab and pull heavy objects towards Jim (e.g., a rock over a spike bed to create a stepping stone).

Snott swing - Jim utilizes his ever present and faithful sidekick to help him bridge the gaps.

































MICHIL METOWS





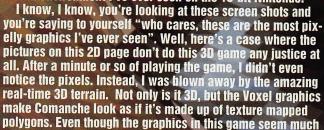












One reason for all the high excitement over the new 32 and 64-bit game systems, is due to their 3D capabilities.







NINTENDO 16 MEG/FX² 3D FLIGHT SIM. 1-2 PLAYER(S) **AVAILABLE JULY**





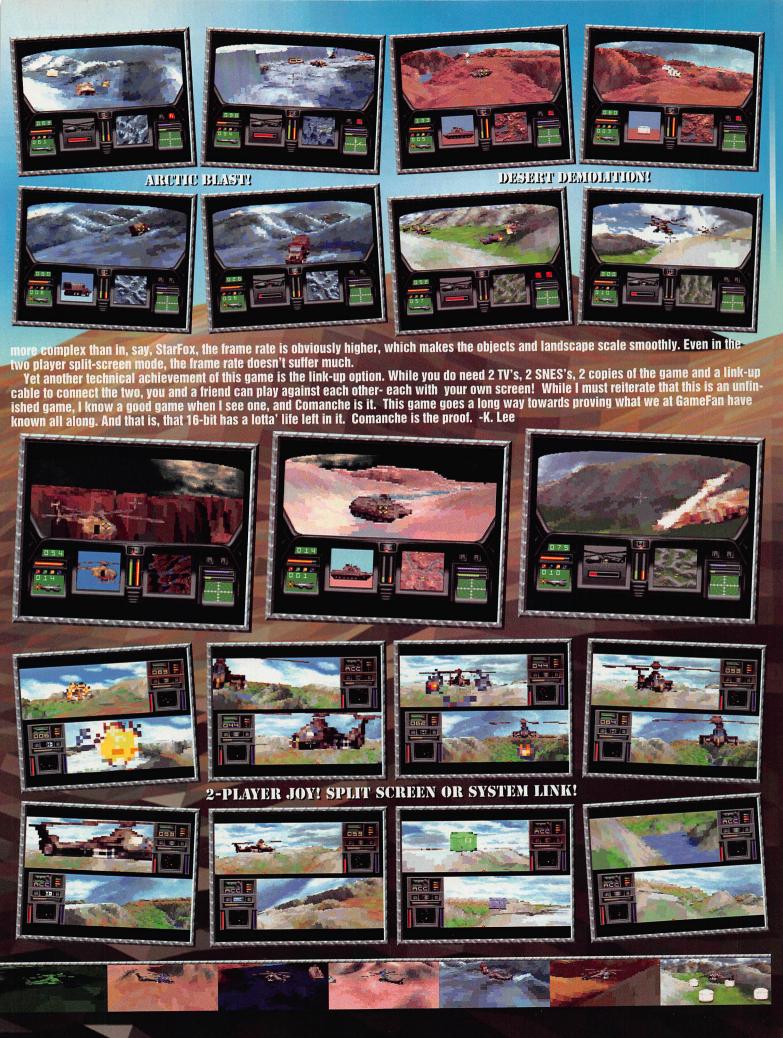


















SETA • 16MEG ACTION/ADV. 1 PLAYER AVAILABLE JUNE











I've waited three years for this game. In fact I can remember the first time I saw it, in Famicom Sushin back in '91. Back then we were shocked (we being the Enquirer and myself back in our DH Game Club days). Nosferatu looked incredible compared to what was out at that time, but here we are approaching the end of the 16-bit era and Nosferatu is just coming out.

The game has changed hands several times, going from programmer to programmer, and has under gone several re-designs in the process. So was it worth the wait. I'd have to say definitely yes, especially if you liked Blackthorne, Flashback, Out of This world, and Prince of Persia.

The story is rather basic; Nosferatu (AKA Dracula) has kidnapped your girlfriend, so you must enter his twisted castle and retrieve her before Drac sucks her dry.

Following the best animated intro. I've ever seen on the SNES you find yourself in the dark, dank recesses of Dracula's castle. Unlike other games in the adventure genre you fight right away, and often.

John can attack in many ways and learns new moves throughout the game by collecting crystals. Besides your standard punches and kicks, flying kicks and combo's can also be achieved. This adds a welcome level of diversity to the gameplay.

Besides fighting, you do *alot* of jumping, hanging, and puzzle solving in Nosferatu, reminiscent of the blissful SNES Prince of Persia. So, Nosferatu really blends three types of game play; fighting, puzzle solving, and platform jumping. John controls perfectly, making all three rapturous.

The backgrounds in Nosferatu are super detailed and nicely colored. They do repeat quite a bit, but that is to be expected in a game with such big maps.

Once you exit a level you are greeted by an impressive, almost photo real outdoor area where you'll encounter a few hellish creatures and then fight the level guardian. The bosses require little more than simple patterns, but there are often more than one to contend with. The art on all of the enemy characters is superb.

In the music department, Nosferatu also excels. Although many of the tunes aren't necessarily 'catchy' they are all high quality and fit the mood of the game.

When the blood dries I'd have to say that Nosferatu was definitely worth the wait. While it doesn't overwhelm with such techy joy as SGI or super huge multi-jointed bosses, it does stand out as one of the best games in an addictive category. This is one of those games you'll pull off the rack in three years and go "I remember this" and play through once again. Besides, who can resist anything pertaining to Dracula, one of our most distinguished and legendary myths. -E. Storm

















































It's no mystery that many high-quality Japanese games never make it to our shores. Thankfully, Capcom has decided to bring their latest SFC hit, Rockman 7, to the US. All I have to say is... great decision!

"Why," you ask...? First of all, this is the original Rock/Megaman, not the "updated," spindilized guy seen on the SNES up 'til now. There is no midair dashing or wall-clinging to be found here - just a game with an actual





CAPCOM • 16MEG ACTION/PLATFORM 1 PLAYER AVAIL. NOW JAPAN

sense of history. RM7 has the musical overtones, sound effects, artwork, and fantastic gameplay of the original 8-Bit game. The colors are more vivid, the graphics more detailed, and the tunes crystal-clear. Hardcore purists might notice, however, that you can't stop and shoot while climbing a ladder (a valuable play mechanic that will be sorely missed) and yes, it's not quite as hard as any of the preceding adventures. Other than these two minor faults, RM7 captures that old 8-Bit magic perfectly.

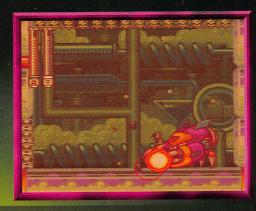
As expected, Rockman is on a mission to stop the evil Dr. Wily from causing mass devastation and destruction.











Bosses have always been an integral part of Rockman and the seventh game in the series continues that tradition. Each boss has a different style of attack, and a pattern needed to defeat him. As in every Rockman, you obtain the bosses' weapons when they're destroyed. There are four main bosses and four hidden bosses that appear once you defeat the first group.

Since this is, after all, a 16-Bit game, RM's 8-Bit graphics have been refined to a "T". While not overly complex or sophisticated, the backdrops do have several layers of parallax and some nice transparencies. All the characters have the big eyes and that "short-and-wide" look that is pure Rockman; this game is the real thing.

In the music and sound effects categories Capcom hit the bullseye yet again. What impressed me most about the sound was not its technical spectacularity, DSP effects, or orchestrated music. You see, RM7 has none of these. I hate to sound repetitive, but what RM does have is 16-Bitified 8-Bit sounds, and let me tell you, it's hyper-cool.

With RM7, Capcom successfully recreates the splendor of their legendary 8-bit series. -K. LEE











True Identity: Oliver Queen - Special Moves: Flame, Ice, & Jumping Arrows, and Jumping Diagonal Down Arrow









True Identity: Arthur Curry - Special Moves: Water Blast, Slide Kick, Spinning Uppercut and Jump Leaping Slam









True Identity: Bruce Wayne - Special Moves: Smoke Bomb Drop, Glide Kick, Batarang, Spinning Slide Kick

Something strange has happened. Because of the huge success fighting games have enjoyed over the past few years, more and more characters that weren't in fighting games before (or previously associated with them) are popping up. Konami's TMNT and Capcom's arcade Slam Masters 2 were some early examples and Sega's Golden Axe and Double Dragon by Technos are 2 more recent ones.

Now we have Justice League. For characters that are as highly regarded as these D.C. super heroes, the graphics are, surprisingly, only average. The background and character artwork is not exactly bad, but if the artists had chosen to pay a little more attention to the visuals, I

feel this League of super heroes would've been given the Justice they deserve.

The playability is solid, albeit unremarkable. In other words, while this game possesses decent game play, there is absolutely nothing in it you haven't seen before. The music is kinda' cool in some stages and kinda' hurtin' in others. All of this just reinforces my theory that maybe the fighting game genre is not the best one for these JL traditional action heroes, any of which could carry a game solo.

Personally, I like playing characters in games that match the genre they inhabit. For fans of both DC super heroes and fighting games, JL

might be a dream come true, it is a decent traditional fighter, but for me, original beat-em-up characters are the way to go.-K.LEE









True Identity: Princess Diana - Special Moves: Hover, Wrist Guard Reflect, Magic Lasso and Spring Flip









True Identity: Wally West - Special Moves: Tornado Blast, Dashing Upper Cut, Quick Dash and Speed Punches









True Identity: Clark Kent - Special Moves: Heat Vision, Hover, Freeze Breath, Forward Flying Thrust Punch









LOBO
Lobo's honor has been betrayed and he's not happy. The futuristic bounty hunter is suddenly running into familiar faces on the street - the faces of criminals he eliminated long age! For Lobo's arch enemy, Vril Dox, killing Lobo is not enough. He must destroy his good name in the process, and he's doing so by bringing Lobo's "kills" back to life. In an effort to restore his good name (as well as financial status) Lobo must combat this exil plot through any means nossible.

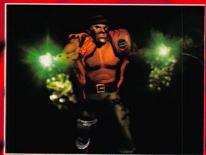
Lobo, which will be appearing on the SNES, Genesis, and PlayStation, later this year, features real-time polygonal fighters, dramatic sweeping camera angles, and the feeling of being in an interactive fighting movie. Gravity and inertia come into play as the characters leap from level to level within the scene, assaulting their ene-

mies from above.

Characters can select items from their environment and use them as weapons against their foes. For instance, floor boards can be pried up and swung, knocking the enemy to the ground. For added effect, objects can be damaged in the course of battle. Toxic waste barrels can be picked up and thrown, and become dented as they hit their target. We've been waiting for someone to provide these awesome features! It couldn't have happened to a nicer guy?





















Here's a peek at one of Acclaim's big summer titles; Judge Dredd. Based on Sylvester Stallone's latest action flick (also due out in the summer) JD has the potential to be a big 16-bit hit. Although the game is not quite finished at this time, from what we can see JD has "great we can see JD has " game" written all over it. You play the role of Judge Dredd, a tough, unforgiving keeper of the peace

A.D. After the great Atomic War of 2070, the few inhabitable areas left in America have turned into three massive Mega-Cities covering what was once the states. Law and order is no longer kept by a police force, but by Judges. Judge Dredd finds himself on the wrong side of the law

as unseen forces work to bring him down. Next month. GameFan will give you the full low down on this new title.









IL, MHUL LA MUN WAENLED LOB" BARL & WOAF!

...you will want to come back for more and more..." - EGM2 game...don't miss this one!" 00 - 02

"...you absolutely cannot stop playing...' **VIDEO GAMES**

..an extremely engrossing

> - NINTENDO POWER

"...by all means pick this one up immediately...

- GAME FAN

Bust-A-Move is the new puzzle solving game that will have you busting for hours. Line up three of the same color bubbles and bust them before they come towering down.

You can play alone or split the screen to bust a friend. There's even a handicapping option so the whole family can play. Find out what TV was invented for and Bust-A-Move!

Taito America Corporation







AN OPEN LETTER FROM SEGA OF AMERICA

"There has been a miscon-

ception that the 32X is just an

add-on, but in fact the 32X

creates a whole new system."

Dear GameFan Readers.

You may have wondered whether or not you were being heard at Sega. Well, you are! A great way for us to stay in touch with people who play vids is to read the letters written to the gaming magazines. Those of us on the 32X team here at Sega have read many letters from you regarding the 32X. We would like to take this time to address some of these issues personally through GameFan.

We have read both positive and negative concerns about the 32X. For those readers who are fans of the 32X—Cool! You obviously know where it's at! However, for those who aren't, check this out!

There has been a misconception that the 32X is just an add-on, but in fact the 32X creates a whole new system. A true 32-bit system! The 32X is a one-time investment for increased performance that cannot be achieved

on a 16-bit system.

The Genesis 32X has two high speed RISC processors each running at 23Mhz while the SNES has one processor running at approximately 3Mhz. The increased speed of the 32X processors allow for more polygons and faster game play.

Genesis 32X upgrades the Genesis to true 32-bit performance. The 32X contains eight dedicated chips, two SH2 high speed 32-bit RISC processors and additional circuitry providing enhanced sound and video capability. This technology is similar to the technology in high-end work stations which cost significantly more than the Genesis 32X.

This technology allows titles such as Doom and Virtua Fighter to be created; whereas they can't be duplicated on a 16-bit platform, regardless of the number of chips that are crammed in the cartridge.

We offer the 32X as a low cost alternative to great 32-bit gaming.

Nintendo would like you to believe that by adding chips into their

cartridges, they will be saving you money. If Donkey Kong Country, priced at \$69.99 is any indication of the money they're saving you, it's a good thing they're a game company and not your banker. Judging by some of your letters, there are gamers out there who know the gaming industry like the back of their hands. By adding in more chips to every cartridge game, Nintendo raises the cost of every cart.

We heard that Nintendo ate some of the initial cost of DKC in order to sell it into the market at \$69.99. But what about future titles? Does Nintendo expect to subsidize every title? Also, what does this mean for third party developers and for the size of the game library using the SA1 chip? Can third party developers com-

pete? (Supposedly, Nintendo is offering their add-on chip technology to these developers at such a high cost that it's doubtful you'll see anyone else other than Nintendo develop DKC-style titles; which translates to an extremely limited library for you.)

For the one time cost of the 32X, you get a wide variety of choice titles. As with every platform Sega brings out, we will be supporting the

32X with plenty of software. Our second generation titles will be out late this summer and you can expect them to blow you away; titles such as Virtua Fighter, X-Men, Spiderman, Ratchet and Bolt and Kolibri, to name a few. The 32X software library will increase to over 50 titles this fall. 50 choice games which will take gamers to the next level with titles ranging from hot Sega Sports, mesmerizing action/adventure titles, incredible fighting games and many more!

In the meantime, keep those letters coming to <u>GameFan</u>. Or, leave us a message on the World Wide Web at www.segaoa.com. We do listen to what you have to say.

SEGA!, Team 32X, Sega of America







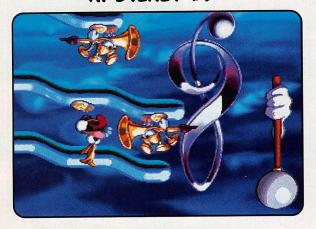


SX0702 000'59

RAYMAN, available now for your Atari Jaguar

style and fight back intelligently! passages, traps and unexpected combats. Face enemies that learn your the next, then back again as you navigate your way through hidden successfully face newer and harder challenges. Move from one level to weapons. Combine and accumulate your skills as you go, so you can Move and fight with an amazing variety of special powers, movements, and Rayman! More than just a platform game, RAYMAN is a full-scale adventure! Discover for yourself the eye-popping graphics and the awesome gamepiay of

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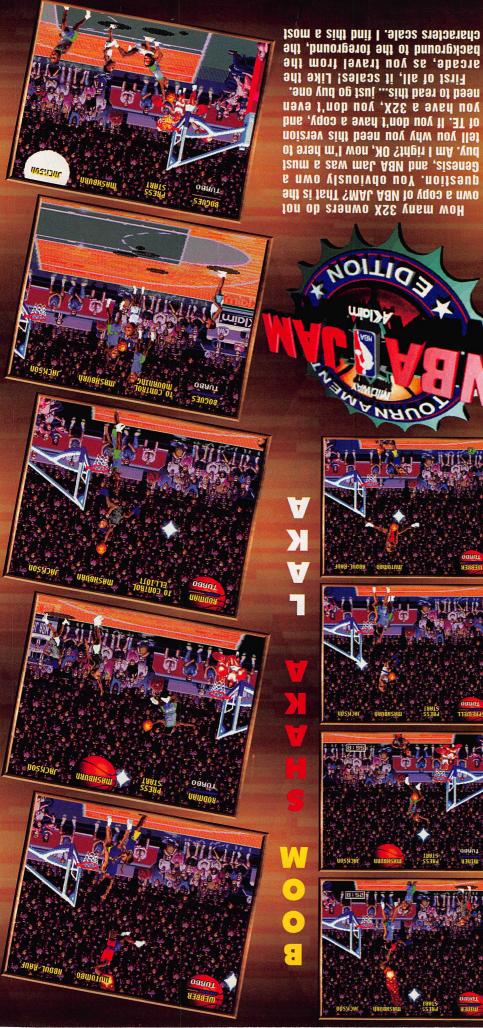


(ISICADE VAD LOESI) SO DIFFERENT CHARACTERS















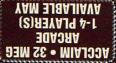






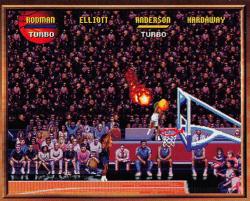
















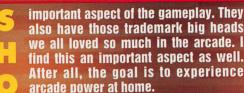






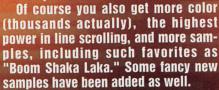


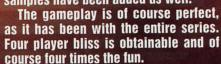




BABY MODE!

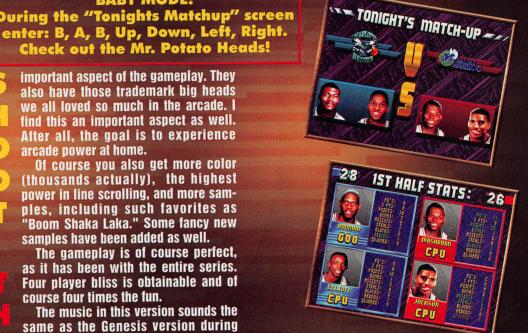
During the "Tonights Matchup" screen

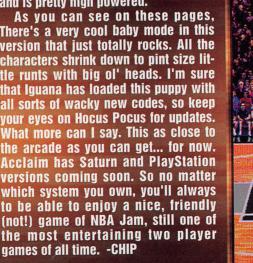




The music in this version sounds the same as the Genesis version during gameplay. The music in the attract screens however, has been upgraded, and is pretty high powered.

As you can see on these pages, There's a very cool baby mode in this version that just totally rocks. All the characters shrink down to pint size little runts with big ol' heads. I'm sure that Iguana has loaded this puppy with all sorts of wacky new codes, so keep your eyes on Hocus Pocus for updates. What more can I say. This as close to the arcade as you can get... for now. Acclaim has Saturn and PlayStation versions coming soon. So no matter which system you own, you'll always to be able to enjoy a nice, friendly (not!) game of NBA Jam, still one of the most entertaining two player















SEGA • 16 MEG
SHOOTER
1 PLAYER
AVAILABLE MAY

Welcome to the wonderful world of isometric shooting. It looks like the shooter drought may finally be coming to a close... at least for 32X owners. First we got Space Harrier and Star Wars, and now just month's later, Shadow Squadron and Zaxxon 2000-Return to Mother Base are

This is good news if you're in to exploding things as much as I am. There's nothing like a good shooter to unwind after whatever stresses you out.







Z2000 is like taking a trip through the ever popular 'Viewpoint' with a mega dose of flat shaded poly's and about a zillion different play mechanics dropped in.

Infinite diversity is created through the

Infinite diversity is created through the ability to 'hack' an oncoming craft, both friend or foe. By jumping on too ships with the appropriate markings you can ride them





piggyback while sucking out their weapon power, and then discard them like yesterdays garbage. Which ship(s) you hack in any given level could spell the difference between success and space dust. This clever play mechanic makes an impossible game almost do-able. Besides hacking, your ship can also jump! Yes, jump. This is perhaps the coolest

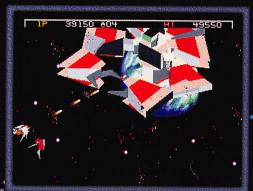






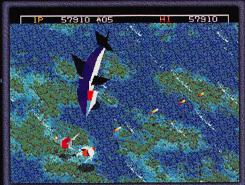






















idea in shooting since Defender. The graphics in Z2000 range in splendor, from very good to just OK. The water level especially gave me

the willies. The polygon fish look OK, but the water effect can make your eyes sore. For the most part, the graphics are good. I especially appreciate the first and last level bosses.

last level bosses. The music in Z2000 is also a

mixed bag, ranging from good to great, the samples however, redefine laryngitis.

I think what makes this game so playable and fairly desirable are the play mechanics coupled with the heinous dif-

ficulty. Once you get a level wired, it's a lot of fun to return and hack different crafts. Also, the fact that it's a 3/4 view perspective (the

most underrated genre in gaming) draws me to this title.

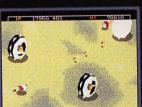
Most importantly, Z2000 once again proves that the 32X is more than just an upgrade, as it packs in huge poly's and multiple



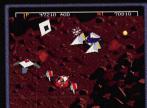
sprites that would have the Genesis flickering like a strobe light.

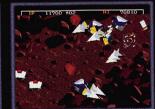
For a first generation shooter Z2000 packs an ample supply of power.

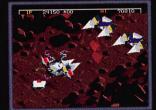
-Takahara























S - ENERGY | 186000







Polygons, polygons, polygons... these smooth geometric shapes have consumed much of today's popular games. From StarFox to the current power of Virtua Fighter 2, Daytona, Tekken, and Sega Rally, they seem to be popping up

everywhere.

I'm still not convinced that poly's are the answer in the fighting genre, but when it comes to shooting, polygons seem right at home. The smoothness at which polygons move at 30 frames per second is a glorious thing to behold.

This has never been more apparent than in Game Arts phenomenal 'Silpheed', the game which (to me) still reigns supreme as king of 16-bit shooting, along with Thunder Force 4.

























Why all this talk about polygons? Well, because I have a feeling we're going to be looking at them for quite some time. Shadow Squadron is made up completely of flat shaded polygons, and here it really works. This game is, for me, every thing that Star Wars and StarFox were not.

The goal in SS is to wipe out huge fleets of invading ships, including massive mother ships guarded by super fast fighters, satellites, and a vast array of alien spacecraft. You can go anywhere in SS. This means you can fly away from your targets, spin around, and perform fly bye's, chipping away at each huge polygon craft. While you're making these passes however, enemy fighters do get in your face quite a bit. The cool thing is; you can hear them, they move super smooth no matter how close, and after you tag 'em it takes a second for them to explode... so you can admire your handy work. your handy work.

your handy work.

The graphics in SS are excellent. Each ship is made up of many sections, all colored differently, so even though they're filled polygons they don't look like big floating bricks. In addition, if you get tired of how they look you can change their colors, as well as your own.

as well as your own.

The music in SS is equally impressive as 32X music continues to get better with each game (at

least each Japanese game that is).

The action is surrounded by some of the slickest attract screens in recent memory, including an impressive zoomed up spinning intro, and two different take off sequences jolting you in to

hyper-space.

If you're looking for an easy game, look elsewhere. SS isn't insanely difficult but it does require much strategy. Weapons are limited, and power-ups are non-existent. So to complete each mission you'll have to develop certain attack patterns as a real pilot would. This really adds to the overall attraction of Shadow Squadron. It is not marely a shooter but somewhat of a simulation merely a shooter but somewhat of a simulation

One thing is for sure, with the current lack of quality shooters we are currently experiencing SS is a bright light in a dark galaxy.

-Takahara



































This is my kinda' deja-vu! One of my all time favorite racers is back for another spin; Core's BC Racers. After a very limited release on the Sega CD, it's nice to see BC appear on a new platform with a substantial user base. I'm thrilled that Core is developing on the 32X. As many of you know, they are the among the finest programmers and designers in all of Europe. Core games always reflect uniqueness and quality. This comes from people who know how to get the most out of whatever platform they're working on, and how to make a game fun, not just aesthetically pleasing.



















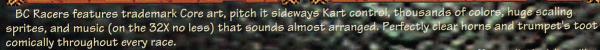












The 32X version features two-player split screen action, and although the frame rate suffers a little, it's still a total gas to play with a friend.

As soon as we receive a done version, I'll review BC 32X, but I can already tell you; this game rocks! -E. Storm

























2-PLAYER SPLIT SCREEN POWER!



































SPECIAL FEATURE



his first Sega Saturn adventure. Ever meet a bug that didn't bug you? Or one you didn't wanna' squish? Well, meet ou didn't wanna' squish? Well, meet the lovable little arachnid starring in

the disgusting Queen Cadavra, the hard hearted web widow. She's netted all of buddies for a big lunchorama, but In today's episode we find is on to her evil scheme and now he's battling

game you've ever played, in fact BUG is so game you've ever played, in fact BUG is so highly original, you can't really compare it to anything. The whole game takes place in huge, I'm talkin' massive, three dimensional worlds. I don't mean three dimensional up to his antennae trying to save the day.
Here's a little sampling (well, actually quite a large sampling) of what SOA has in store for the US launch of the Saturn. If BUG is any indication of where we're headed, we're in for one heckuva ride!





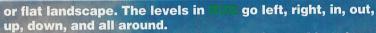












or flat landscape. The levels in the go left, right, in, out, up, down, and all around.

Moreover, BUC's not just about walking and butt bouncing. While BUC does use the patented butt-bounce as one form of attack, he can also spit bug juice, perform the ZAP attack, somersault off mushrooms, and fly across the screen annihilating everything in his path.

everything in his path.













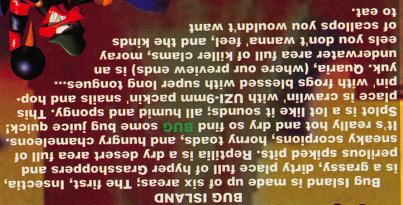












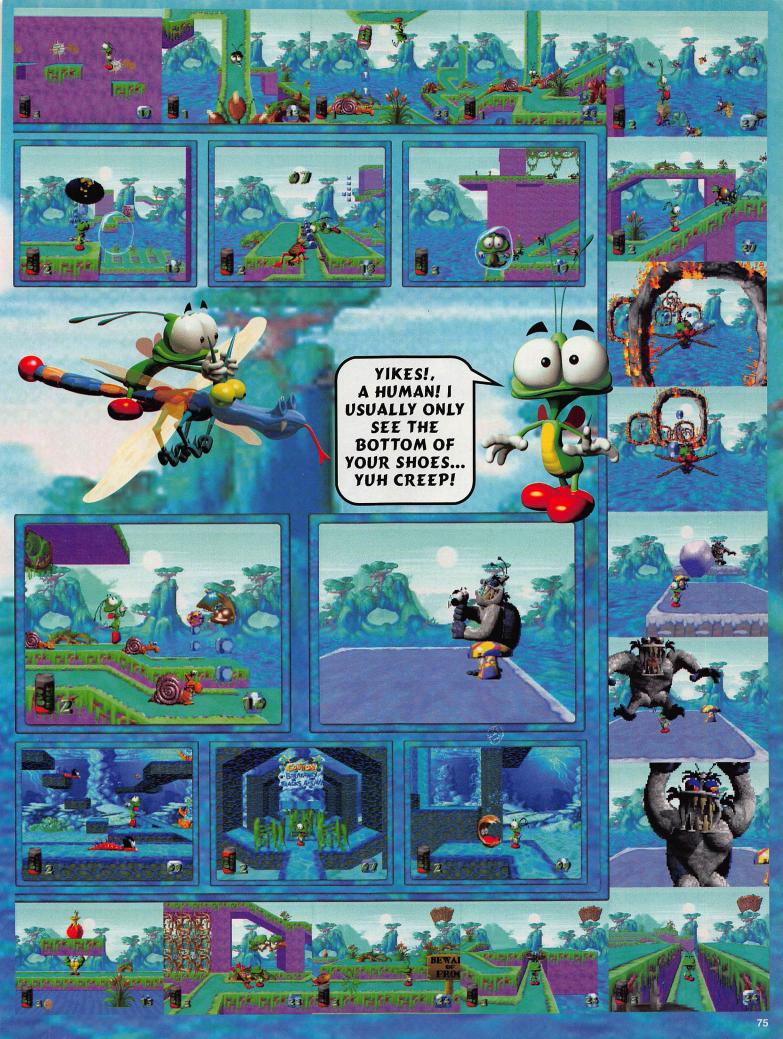






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ENDURANCE MODES!... RACE UP TO 80 LAPS!























































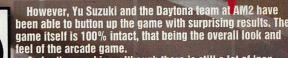




The most anticipated first generation Saturn title, and the game that the system will ultimately be judged by in the early going, has finally arrived.

Daytona USA, the arcade sensation, which to me is the best racing game ever made, has made the transition from Sega's Model 2 hardware to the Sega Saturn with flying colors.

We had our doubts in the early going as the shots poured in revealing horrid re-draw problems (pop-up) and pixelly graphics.



However, Yu Suzuki and the Daytona team at AM2 have been able to button up the game with surprising results. The game itself is 100% intact, that being the overall look and feel of the arcade game.

As for the graphics, although there is still a lot of 'popup', it's much less than we anticipated and only a little irritating during gameplay. Besides this minor annoyance which will be corrected in future games, the graphics in Daytona are stunning. There's no doubt about it, Sega's got a powerful piece of hardware here.





































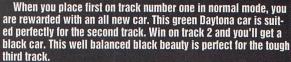


Remember, we're still looking at first generation games, meaning this is the developers first time out with the new development system. With that fact in mind, Daytona is an incredible achievement.

What shocks me is that Sega has done a complete 360 since developing the Genesis and put a major emphasis on sound, something they inherently never do. Saturn sound is going to be impossible to beat. The music in Daytona is superb! GOODIES!!

The Saturn version of Daytona has some powerful new features in tow, offering the arcade player plenty of extra bang for the buck.





I can't tell you how cool it is playing these tracks over and over, resetting whenever you want, without having to put in a dollar. You really learn to appreciate the depth of gameplay Daytona has.











DINOSAUR CANYON

























Also new is the 'Saturn' mode. In Saturn mode the Also new is the 'Saturn' mode. In Saturn mode the clock is eliminated, and replaced with checkpoints so you can hang around on each track and play as long as you like. Lastly, there's a new 'Endurance Mode' allowing you to participate in a grueling race up to 80 laps!

As the next generation swiftly approaches these shores, the Saturn continues to dazzle me more with each new game. Whether it's 2D like Clockwork Knight, Astal, and BUG!, or 3D, like Panzer Dragoon, Daytona, and Deadalus, the Saturn continues to deliver amazing



first generation software. Of course the same can be said about the PlayStation... minus the 2D. The PS has yet to prove itself in this important genre. The plot thickens...

P.S. Buyer beware on the steering peripheral, It does not respond with shimmies and shakes, and besides that, I found the game many times better using the Saturn six-button. Save your cash for another game!

-E. Storm













SEASIDE STREET GALAXY

























I probably should have reviewed Panzer Dragoon last month, but I figured, well, the Saturn doesn't come out here until September, so why tell the whole story? However, since then I've read so many bonehead articles on Panzer, comparing it to such tragedies as Space Harrier, I feel compelled to save you from the clutches of the amateurs. Panzer Dragoon is as compelling as a shooter

Panzer Dragoon is as compelling as a shooter could ever be. From the dramatic opening to the huge final boss, the game is not only extraordinary, but a graphical, and musical masterpiece.















Space Harrier was a flying dork on a bunch of checkers and lines, shooting stiff elephants and what not. Sure, it was cool at the time, but by today's standards, the game pales. The only thing the two have in common is forward movement, (in the Z plane). Panzer is a fully animated dragon and warrior with four viewpoints; forward, left, right, and rearview-hardly a reasonable comparison.

To say the least, if you're a 3D shooting fan, Panzer is no less than a fantastic new experience. I pray SOA leaves this game alone, but I doubt that will happen. If they rape it, I'll be back with another review when the time comes. -E. Storm



















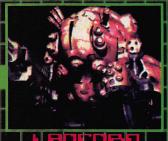




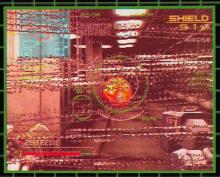






















Over the last few month's I've had the pleasure of playing a lion's share of 3D corridor games; Crime Crackers (PlayStation), Kileak the Blood (PlayStation), Space Griffon VF-9 (PlayStation), Kings Field (PlayStation), Doom (32X and Jag), and AVP (Jag).

To be honest, I considered myself finished with this genre for awhile, as I could not imagine how any similar game could contribute anything new... boy, was I wrong.





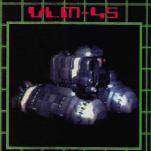




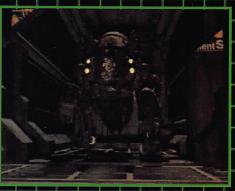




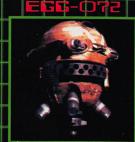
IF YOU SUCCEED, THE WORLD IS DOOMED.



REVIEW





























Not only is Deadalus better graphically than any of those, but the strategy involved grabs you the minute you start to play, and never lets go. The texture mapping is supreme, with realistic depth in the walls, the music (which is all PCM!) is so good it's scary, and the control and interface are both

Deadalus is a straight forward assault similar to DOOM. On each floor you most locate computers to access maps, turn on lights etc., and a key to open up the next floor, while eliminating enemies and conserving weapon power for later levels. Power-ups are scarce, so proper execution of the assault suit is a must for survival. If you take too long in a level 'sweepers' are called out. You can kill sweepers, but they leave weapon degenerators in their path, which take away valuable weapon upgrades.

So you'll just memorize each level, right?... wrong. Deadalus is different every time you play (hence no save feature). The maps constantly change.

You've simply got be cunning and aware of your surroundings to achieve your goal. Of course, if you do succeed, it could mean the end of all mankind, but you don't know that... This game harnesses high power, make it one of your first Saturn purchases this September. -E. Storm























Since the earliest announcements of the Saturn years ago, Virtua Since the earliest announcements of the Saturn years ago, Virtua Racing has been one of the most anticipated titles for the 32-bit Sega home system, and for good reason. When the arcade game was released, it was widely considered the pinnacle of coin-op power. With Sega's plans of a home console, based on arcade technology, many thought the two would be a match made in heaven. Now that the 32-bit Sega has made the transition from myth to reality, Time Warner Interactive has obtained the Virtua Racing license from the big "S", and is releasing an exclusive Sega Saturn version.

and is releasing an exclusive Sega Saturn version.

Although Saturn V.R. has an arcade mode like the Genesis, 32X, and (of course) the coin-op game, there are several features that make this game unique. Not only can you race the original F1 car and the IMSA style sports prototype car found in the 32X game, but you can also drive a 60's style Lotus F1 racer, a spanking new Porsche 911 Carerra 4 and a little 30 hp go-kart buzzer. In the GP mode, you can fight it out against 15 other teams in a 10 round battle for the world championship title. Also included is a split screen two player mode. championship title. Also included is a split screen two player mode and a "saved game" option. While our preview version had no sound or music, TWI has assured us that the arcade sound FX and tunes will be included in the finished version.



Even though the game is in an early state at this time, the silky smooth 3D polygons and sublimely playable cars point to this game being a potential smash hit. With all the new extra features to its credit, this Saturn of V.R. is not just an except of driving sime sources but a well reveal. arcade driving sim anymore, but a well rounded racing game with plenty of depth (both visually and conceptually). A review copy of V.R. should arrive in time for our June issue. I for one can't wait-K.LEE



TWI RACING 1-2 PLAYER(S) **LAUNCH TITLE**





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TOTEL











WE'RE NOT IN THE ARCADE ANYMORE TOTO! COUNT 'EM, 12 TO CHOOSE FROM!!!











FOUR POINTS OF VIEW!







I SHOULD GAS IT!













Shin Shinobi Den

FINALLY! Here's the first batch of Shinobi shots since January!

Even though much of the game is comprised of digitized characters, it looks like Sega's staying true to the original formula. I'm sure the bosses

will be huge modeled beauties, and the animation is said to be ultra-fluid. Shin-Shinobi-Den ships this June in Japan.







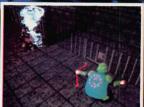


















Riglord Saga

Brought to us by the makers of 'Guardian Wars' (the only good Strategy/RPG on the 3DO) here's Micro-Cabin's Riglord Saga for the Saturn. This high powered Strategy/RPG is obviously quite a step beyond GW, as the characters not only fight on different plains but move in and attack much more realistically. This amazing game is set for a July release. There's no word yet on an American release but my guess would be... launch title!













Battle Monsters

Behold, the fighting game that I personally have grown very excited about; Battle Monsters is set for a June 2nd release. Why am I so excited? Well, first of all, these stop motion animated beasts and digitized humans fight on two vertical platforms (as demonstrated in the 2 top left shots) and it zooms silky smooth. Secondly, I've been in to monsters like Frankenstein and Dracula since I was knee high to a grasshopper. Sega of Japan sold this one to Naxat so I'm not sure of its destiny here in the U.S. Maybe we'll see Battle Monsters at E3! Stay tuned, we'll have a complete show wrap up next month!

















Alex

It figures, we'll be receiving Astal two days after we close this issue. Just two more days and I could have done a power layout on this amazing new Saturn platformer! The latest shots reveal amazing zooming effects, and fantastic cinema's. Also, Astal's

bird companion can be controlled by a second player! When I last spoke with Sega they were still reviewing Astal for a possible US release. We'll have a yes or no, after E3. We'll have a BIG Astal review next month!





Romarth

Based on a popular girls manga and anime, Magic Knight Rayearth is a Secret of Mana style Action/adventure. With a cartoon debuting on American TV this Fall, look for MKR to show up here later this year, although this does not look like a game 50A would release. Will they finally let us have our imports? Sources say... yes. After all, the Saturn 16 Sega's enthusiast game system.





Nextech, makers of the beautemous maximus Ranger-X and Crusader of Centy, are just about ready with their first Saturn game. Grand Chaser is a 3-D racing/shooting powerfest, chock' full o' polygons. Notice the non-problematic redraw. Has Nextech found a way to end that famous Saturn pop-up? We'll find out May 27th.





R

The first next generation multi-system platformer, Rayman, is certainly looking marvelous for the Sega Saturn.

It sure will be interesting to put all four (PlayStation, Saturn, Jaguar, and 32X) side by side and judge which is best.

I can tell you one thing from experience, this is a great game!

The Saturn version is due out simultaneously with the American Saturn's Sept. 2nd launch.



















NAMCO • CD Shooter 1 Player Avail. Now JPN. 5CDRE 0728600

In my seven short months here at GameFan, I have reviewed or previewed StarBlade three times... and here I am again. For those of you who were born within the last couple of years, StarBlade is a roughly ten-minute long FMV shooter with a couple of polygonal enemies thrown on the screen

which you have to shoot. To spice things up a bit, Namco has included a texture-mapped version of the original flat-shaded arcade title, with other new effects added like cool transparent explosions and plumes of flame. The only people I can think of that StarBlade Alpha will appeal to are hard-core fans of the arcade game. Be warned, though, even this high-powered version isn't perfect. The arcade machine's

playing area was bigger than the screen, and moving the cursor to the edges of it caused the image to shift slightly, creating the illusion that you had more control over the game than you actually did. Don't get me wrong, I am a fan of StarBlade... as an arcade game

that was worth the buck I payed to play it. I simply can't see paying \$60 for what is basically a ten-

minute ride, especially when you could spend it on another Namco title of joy like Tekken or Ridge Racer.

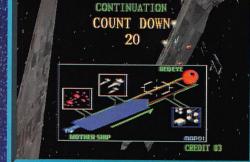
- Nick Rox











5CORE 0 146600

McKRoks PLAHSTATION PREVIEWS

Above is WarHawk, Sony Imagesoft's 3-D action/flight sim. WH is due at launch. Here's Sony Imagesoft's ESPN Extreme, a 3-D skating/luging/rollerblading/hiking racer ESPN Extreme is scheduled for September.

Below are the first shots of Bandai's Dragonball Z: Chou Butouden for the PS. The backgrounds in this game are in full 3-D while the characters are animation. There is no release date for DBZ yet.



On the right is Twisted Metal, Sony Imagesoft's incredible 3-D combat driving game. The object of TM is to destroy all of the other vehicles in various combat arenas, like this egit+mile square city. TM is due in September.

Below is Konami's first PS RPG, Genso Suikoden. This RPG of power features 108 party members and mind-flaying special effects. Genso Suikoden has no release date.

















Here are the first shots of Zero Divide, a 3-D, texture-mapped, Gouraud-shaded joy-title from Zoom. The characters in Zero Divide aren't robots, but rather computer programs and viruses within a massive computer network. The fighters include the 'hero,' Zero, the cat-like program lo, a huge scorpion virus called Tau, and the military defense program Wild3. Other characters that haven't been programmed in yet are Draco, a dragon, Eos, a huge, slow fighter, Cygnus, a program wielding a beam saber, and Nereid, a many-armed virus. Zero Divide has no release date yet, but I'll keep you updated!



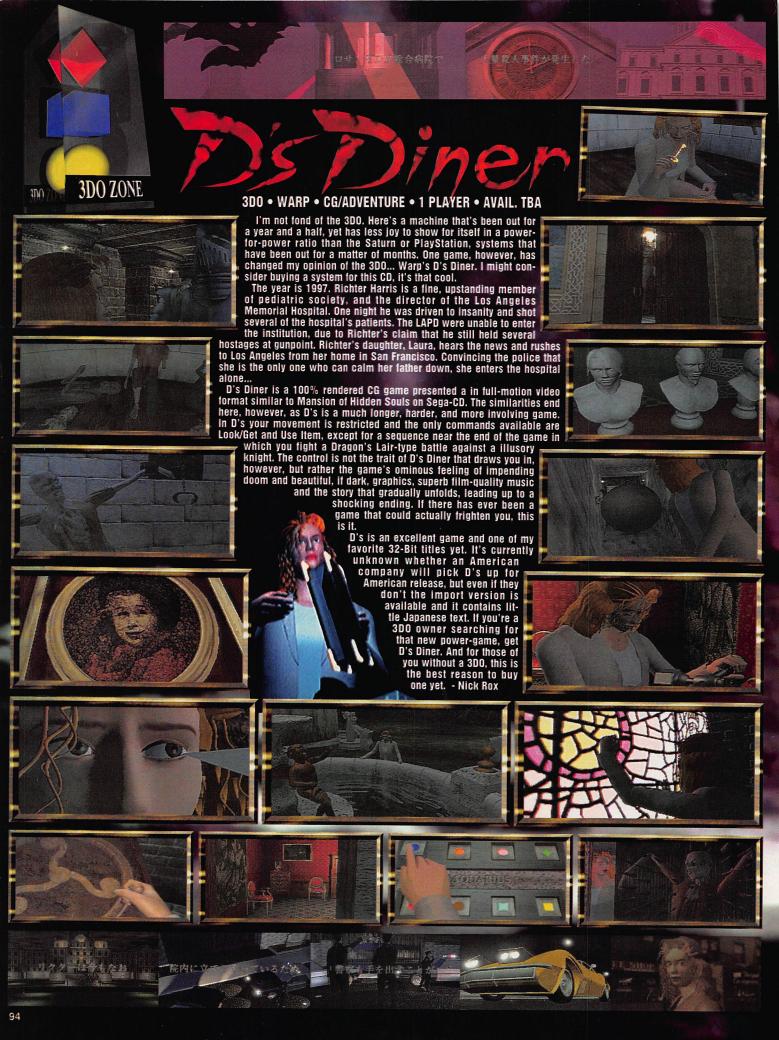














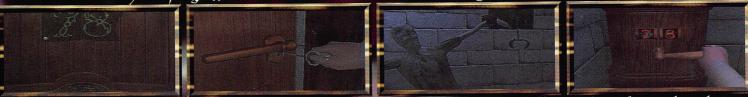




Place the sheaf of paper in the bowl of water. An inscription appears, reading "IV-II." Return to the drawers upstairs and open them in the IV, II order. You'll find some sort of valve-turning device.



Walk down the stairs, turn left and enter the keg room. If you try to proceed, spikes will thrust from the wall and halt your progress. Attach the valve-turner to the keg and turn it. The spikes will retract.



Behind the spikes is a locked door marked "78." Remember this number. Return to the grand hall and use your key on the right door. You'll enter a room with a corpse who's arm is lodged in the wall. Continue left to the room with the wooden box.



Set the number; on the box to "78." It will pop open, revealing the corpse's hand. Retrieve the ring on it and return to Door 78. Use the ring and step through the door... then look out!







Spin the wheel until it matches the pattern shown on the mosaic. This will unlock the door, which leads to the bust room. Continue straight through this room to the small corpse antechamber.



Search the corpses to find the Gold Key. Return to the "smiling child" mosaic room and use your new-found gold key to unlock the desk, revealing a book.



Return to the bust room and insert the book into the missing space in the bookease. This will reveal a hidden stairway. Climb the stairs and you'll enter (and be locked into) the crank room.



Each time you turn the crank, the door behind you will change. Among the choices you have are a room with a chest impaled on spikes, a stained-glass window or the one you want, the garden.



Once ontside, walk north and examine the fountain and both the Sagittarius and Aquarius puzzles. Neither can be solved yet. Walk back to the garden exit but stop at the door you'll see on your left.



The door is locked, and there's an odd indentation in it. For now, return to the crank room and spin it again. You'll enter the knight room. At the far end of the room is a deep pit, and just as you're standing over it, one of the knights comes to life! Will our heroine be pushed to her certain death? Buy Warp's

D's Diner to find out!







egy elements and/or straight forward shooting for the first time. **Choose to command** other Space Marines, strategically placing them in Combat position, or set out on your own and just blast away in this highly original 3-D adventure!

A huge out of control derelict space ship is racing towards the imperial planet **Delvar III. The Blood Angel Chapter of** Imperial Space Marines (you) have been given the honor



















of boarding this gargantuan ship to somehow divert it from it's course of mass destruction.

You'll fight some of the nastiest beasts you've ever seen on your way to the engine room where you will ultimately shut this thing down!

Is it just me or do these goombas look like 'Mattel Street Sharks'?
Of course Street Sharks don't explode, spewing out brains and end-trails and what not, but they do bare a striking resemblance.

As you traverse the texture mapped halls splattered with blood and piles of carnage, you're in constant contact with your commander. He warns you of approaching killers and reacts to situations around you, much like

'Aliens' when Ripley attempted to guide Sgt. Apone out of LVN-420. This guy sounds like a haggard, weathered sea captain, further lending a 'Marine' feel to the action. Sound like fun? Believe me, it is! Space Hulk ships in June, so expect a complete review next month. -E. Storm





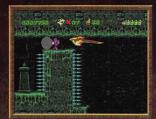










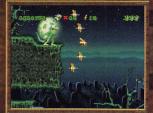


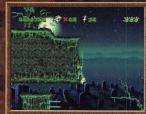
















The Cemetery is the first place you and GEX visit. This is a good place to master GEX's many moves and dial in the control.

Find secret warps and bonus areas by exploring every square inch of terrain. Running and jumping off guillotines, exploring walls, and switching movie cameras will aid you in your quest.

Things to watch out for while fiddling around in the graveyards are moving platforms (don't get on a roll and jump too quick), melting platforms, and the killer green ooze. The spin n' puke Cemetery boss is an easy kill, however, the final Cemetery level is not. This mazy area holds two remote's that you must acquire.

My advice is to keep the freeze shot as long as you possibly can (to freeze the pesky living torches) and... don't rush!











CRYSTAL DYNAMICS ACTION/ADVENTURE 1 PLAYER AVAILABLE NOW

3DO owning platform fans everywhere have waited patiently for Crystal Dynamics' GEX.

Could the masters of the 3DO pull yet another rabbit out of their hats?... oh yes. In the shape of a wise crackin' Gecko with the voice of a comic and an SGI bod to go with it no less!

GEX is not just a pretty lil' posing platformer, but a full fledged platform extravaganza.

Power cinema's, great tunes, perfect voice, mucho parallax, and one heckuva' scaling bad boy from the other side of TV land, are all waiting for you and your 3doo. I'm sure that all who play will agree, GEX has sequel power to burn!

I've listed some helpful bits on the following pages. Enjoy! E. Storm





































In New Toonland, things get quite a bit tougher. While traversing vertical inclines, look out for falling anvils (toons have no respect), power punching blocks, and pudgy little purple freaks that love to shower you with gifts... of pain.

The toughest section here is a toss-up between the rockets and the doors. When rocket surfing, look for the arrow pointing down (mid-level) and jump off. Beneath you'll find one-up heaven. As for the doors, well, all I can say is follow the arrows and switch every camera you come across.

The Toonland boss is a gassy, Kid-Fanish dude with fart power to spare. Jump over him as he makes four ground passes and then head for the ceiling and barrage him with the hanging anvils.















Welcome to the jungle, we got fun n' games, you can play anyway you like but you better watch out for apes! That concludes today's Guns n' Roses reference.

The jungle is actually one of the more enjoyable levels in GEX. Much of it is comprised of joyful rafting and platforming, against one of the most picturesque backgrounds in recent memory. But of course... there's a catch. The indoor Indiana Jones-ish area is quite the formidable challenge. This level moves along on its own, as you bounce off bongo's, cling to walls, tail whip natives, and plunge

and climb to safety. It ain't easy, but it's loads of fun! Miss the speed icon and your Gecko soup!, so watch for the centipede power-up bug.

The Jungle Isle boss is a relentless beast indeed!

The goal is to jump and climb your way to the top,
and release a barrage of boulders sending him to his doom.

You must master holding run, and jumping simultaneously here. Watch the holes for his glowing red eyes, they'll light up just before each attack, and remember... take your time, there is no time limit.



















Welcome to Kung-Fuville, a place where swimming in toxic waters, dancing on fire-crackers, and lofting off of sumo's belly's, can be yours!

O.K. Grasshoppa... first; if the water is green, don't swim in it! Second; if an eel is sparking, don't touch him!, and last; if you wanna' cross a string of fire crackers, confucius say... run!

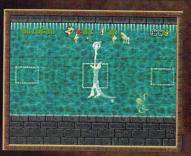
GEX swims by pressing 'C', however, he takes a mighty stroke, so be careful around spikes and use baby taps. Also, after you explode fireworks, investigate below them, you just may find something remotely interesting.

























As you can see in the pictures above, Kung-Fuland is laced with peril. If the snapping piranha's and electric eels don't getcha', the toxic water or the fire pits will. But when it comes to dry land, GEX is master! Lard filled sumo's make great spring boards!







Hey wait a second, isn't that Gamora? The path to victory here is a tricky one. Cling to the wall and tail swipe twice (don't bounce like I am in the middie picture). On the third pass, he'll land. If you're in front of him he'll shoot shells at you, so jump left and bounce on him twice. He'll wig out and fly along the ground a couple times-jump these and then repeat. Sound easy... it's not!











So you've made it to Rez, now get ready to take a pounding! These two levels are HARD. Like any good platformer, power-ups are placed periodically, so that if you're doing good, even if you're on your last bit of health, a power-up or save point will be close by... if you're doing good.

There's a very 'mechanical' way to reach each checkpoint, it's repeating each pattern perfectly that poses the problem.

If you've taken GEX through every piece of every map in the game up to this point, and haven't had to restart, you should have at least 20 lives left to get through Rez. If you don't, go back to the rocket level in Toonland and stock up. While your visiting Rez, check out all the parallax. The 3DO doesn't have these capabilities built in to the hardware, so this is mighty impressive!

























You've made it to Rez's lair, and now you must face the ultimate challenge. Ok listen up. Rez sends a fly to a nest on the right. It's your job to dodge his attacks, wait til he builds you a bridge of TV's, jump across them, break the hive and eat the fly. This energizes one shot. Wait at the bottom of the screen and time his approach. Hit him once and then jam to the top avoiding his spray.

On the left side, hold the fiv in GEX's mouth, that way you can take one hit without taking damage. Do your damage on the right until you wire his patterns. Five hits, and he's cancelled! See you back at the barka-lounger!

It's 1990 all over again! It seems that every few months a new system is announced and the latest of these is the M2, 3DO's 64-Bit upgrade. The 3DO Co. claims that the M2 has ten times more power than the PlayStation and Saturn. This may prove true if their advance specs are correct **POWER THAN THE** portions, video portions and game por-700,000 polygons per second with **PLAYSTATION AND** tions, like other next-generation systexture mapping, Gouraud shading, SATURN." hardware z-buffering and tri-linear (3-

"...TEN TIMES MORE -THE 3DO CO.

dimensional sound spatialization." Other keen features of the 64-Bit 3DO are one block of main RAM, rather than splintered up sound tems. The M2 will be available as both a 3DO add on peripheral (for current

D) mip-mapping applied. What this means is no pixels or blockiness, even in extreme closeups. Also incredibly impressive are the M2's sound capabilities... they're apparusers) and as a stand alone system, later this year. No price was available at press time. We'll have much more on the M2 upgrade in our E3 report next month.

ently even better than the Saturn's, with 32 channels avail-

able, a 66 MHz DSP and "pre-processed or on-the-fly three-



The top half of the slide represents an image of a cow one would expect to see on a 32-bit system. The cow on the bottom half of the slide is running on 3DO's 64-bit M2 technology. Unlike the 32-bit cow, which is pixelated and blocky, the M2 cow and fence remains clear and smooth even close up. Unlike other systems, M2 features unique filtering and mip mapping capabilities that smooth the appearance and texture of an object ("Bossie The Cow," in this case) as the camera moves closer or farther away from the object. In other words, regardless of your angle or distance from the object, the image remains realistic and clear.

This close up of a dinosaur's eye demonstrates M2 technology's texture mapping capabilities enhanced with filtering. The dinosaur is rendered in polygons. Even close up, the eye and the dinosaur's skin maintain their clarity and are extremely clear and smooth, without pixelation.



These six slides of Bossie the Cow, Sheena, and the Dinosaur, demon-strate M2's fogging effect. Here you see exponentially calculated fogging - that is, the opacity varies based on the distance of an object from the camera. Much like you'd find in nature, the object comes in to view as you move closer to it.













Highlights

- Custom Processors
- Bus Bandwidth
- Graphics Performance

CPU

- Type
- Speed
- Instuction/Data caches
- Floating Point Math Capability

Memory

- Main Memory (SDRAM, ROM
- Cache coherent memory system

Graphics

- Resolution
- Full Motion Video

Custom Graphics Capabilities

- Texture Mapping
- Texture Compression
- Filtering
- Mip Mapping
- Gouraud Shading
- 3D Perspective Correction
- Hardware Z Buffer
- Alpha Channel
- Special Effects

Audio

- DSP Speed
- MPEG Audio Decompression
- 32 Channels

Title Compatibility Game Saving Options

Expansion Options

Control Port

- 10 Custom Processors
- 528 MBytes/Sec
- 100 Million pixels/sec rendering speed
- 1 Million polygons per second
- 700K polygons per second with all features
- Power PC 602
- 66 MHz RISC
- 64Kbits total (32K /32K)
- 132 MFLOPS (Million Floating Point Operations per second)
- 48 Mbits
- 64-bit
- 640x480 and 320x240 x 24 or 16 bit color depth
- MPEG engine supports JPEG decompression
- Destination based rendering
- Hardware decompression
- · Linear, bi-linear, tri-linear, point sampled
- Multiple levels of detail
- RGB and alpha channel

- 66 MHz
- Hardware decompression and interpolation on all channels
- Supports all 3D0 titles (backward compatible)
- Internal non-volatile memory
- Storage Cards
- 3DO Card Slots for peripherals including modems and other sophisticated expansion options
- Control Port devices including Control Pads, keyboards and joysticks
- Supports existing peripherals (backward compatible)



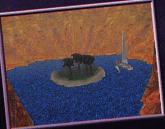


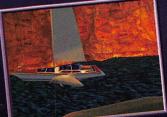
































OSTTION: HOD

SPEED: 131 Mgh O AS CO PRESIDENCE IN THE



RACING • 1-2 PLAYER(S) **AVAILABLE JUNE**

How many of you wouldn't mind a 90's version of Super Hang-On?... I thought so. That was a great game... so is this,

Atari's Super Burnout' is an important turning point in the Jaguar's genesis. Why? Well, because this game looks like it's running on a powerful console.

Technically, Super Burnout is mighty impressive. Hordes of big sprites scale smoothly while moving at a break-neck pace. Aesthetically, Super Burnout looks really good. It has smooth animation, solid artwork, and brilliant color. Ergonomically, Super Burnout controls extremely well. The bike is very responsive and reacts well to cornering and braking. Most important ly SB is fun, especially if you like games like Hang-On and Suzuka 8-hr's.

Super Burnout is just pure racing joy. Especially impressive are the hills, which induce that roller coaster like feeling, and the two player split screen mode, which is every bit as smooth and fast as the oneplayer game. Overall I can't find any flaws. Super

Burnout delivers exactly what it's meant to.

That about wraps this one up. Bottom line, if you're looking for some good old fashioned racing, Jag style, Super Burnout should be your next purchase. -Takahara



















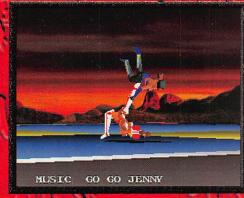














Atari's Fight For Life is hearly completed and should be ready for a GF review next month. Early opinions around the office are mixed so we'll give it a complete run through next issue and bring you all the grisly details. As you can see, Fight For Life is Atari's entry into the growing polygon fighter market, which is currently brimming over with such joy as Tekken, Virtua Fighter I&2, and Toh-Shin-Den. The game features a mixture of musical overtones and a voice track that could send the family dog in to permanent retirement. See you next time. -Mr. Goo























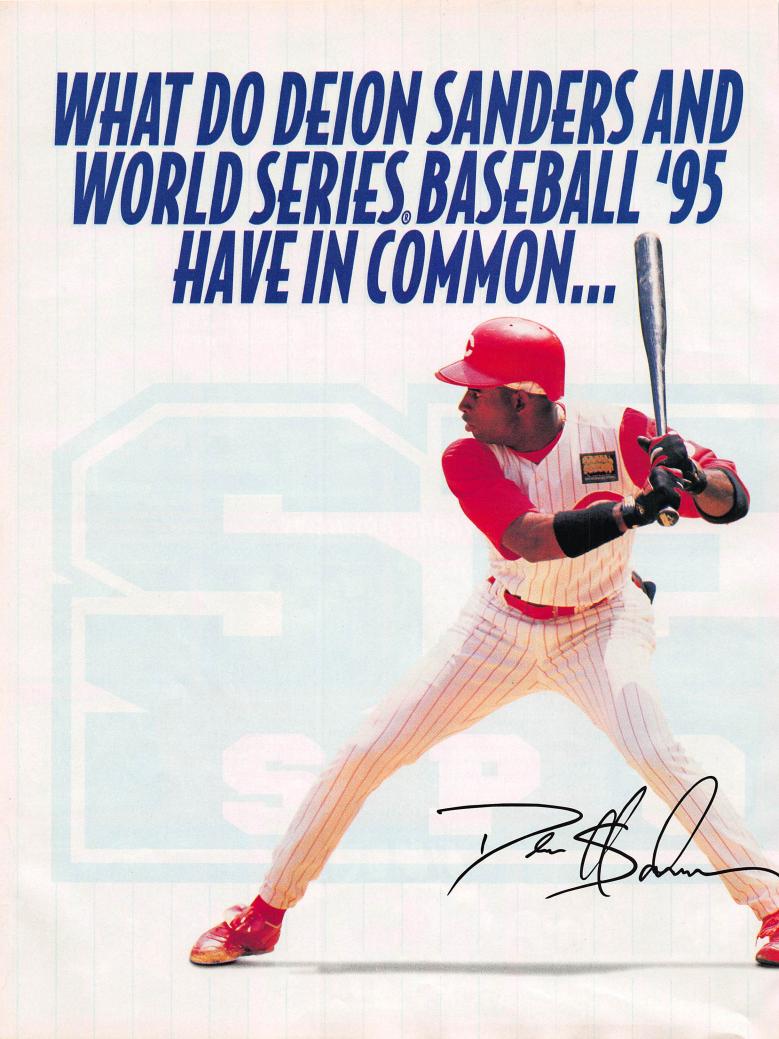
Ultra-Vortex is also just about finished. I know, I know, we said it was coming out a long time ago. The designers of UV have been hard at work on some killer combo's so things took a bit longer. I'm sure that the thousands of Jag owners out there who ve been aching for a brutal digitized fighter (it sure wasn't Kasumi) will be very happy with Ultra-Vortex. As you can see, the backgrounds (many of which are animated) are super detailed and bursting with color, and the characters echo that familiar digitized requiem that gamers just can't seem to get enough of. We'll have a review in July. -Mr. Goo



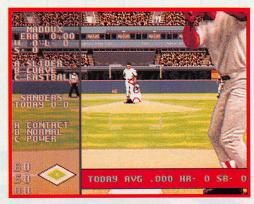




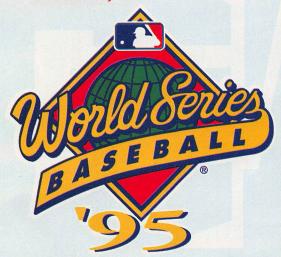


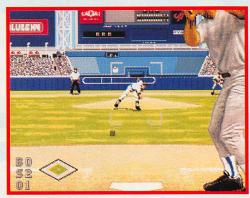


THEY'RE BOTH IN A LEAGUE OF THEIR OWN.

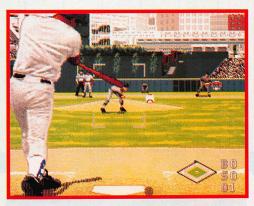


The Reds' Deion Sanders steps up to face the Braves' Greg Maddux!





Roberto Alomar faces Jack McDowell in all-star batting mode.



Albert Belle of the Indians rips a shot off the Orioles' Mike Mussina!

- All 28 Major League Teams & 700 Major League Players, including McGriff, Bagwell, Key, Canseco and Bonds!
- Draft & trade players.
- League, All-Star, Playoffs & World Series action!
- Multi-player leagues-several friends can all be in a league together.
- Large battery saves complete individual, team and league leaders statistics.
- All-Time Great Players, including Lou Gehrig, Dizzy Dean & Ty Cobb!
- "THE BEST JUST GOT BETTER...ALL THE STATS, ALL THE STADIUMS, INCREDIBLE ANIMATION... WORLD SERIES BASEBALL '95 HAS IT ALL."
 -Dave Winding, Game Fan Magazine!













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GF-Sports-Scoreboard

Each game can score a total of 100 points. The "Power Tab" represents the sum of the total score. Each "Power Tab" equals 20 points





Baseball games haven't really been improving greatly over the last few years. World Series is definitely the best with the most in-depth game play and simulation. However, no baseball game has adequately surpassed what I consider the next great frontier: game play that

takes full advantage of the six-button controller.

With that said, R.B.I, 32X is exactly what you'd expect.
It's a great version of R.B.I. with 32X-powered graphics, voice, all the real players, and all the real stadiums...but the game play just hasn't evolved much over the previous versions.

On one hand, you've got some pretty solid controls and moves. For example, you can throw spitballs at the mound, or if you're facing that .340 slugger you can do a pitch-out. In the outfield you can dive and jump for out-

However, in real baseball, pitchers use twice as many

different pitching styles as in R.B.I. Where are the change-ups, sliders, screwballs, etc.? Base-runners have this dandy trick called "sliding"but there are no slides in R.B.I..

These gripes aside, R.B.I. is an all-around good time. The audio/visual presentation is quite good, including a superb batter's perspective and digitized graphics throughout. TWI really took an effort to give R.B.I. a 32X look, not just recycled Genesis graphics. You even get those cute scoreboard animations after a big play, and the pitcher even shakes his head or nods to accept sig-

nals from the catcher.

I wish R.B.I. had more complete game play and a fourplayer option, but I also wish the players hadn't gone on strike. The good news is the strike is finally over, and R.B.I. is good enough to get you back in the spirit of the







ELECTRONIC ARTS 32 MEG • BOXING

1-2 PLAYER(S) **AVAILABLE MAY**

Hgt: 179



0:11

EA Sports claims Toughman 32X is very accurate to the actual Toughman boxing contests which take place in gyms, woodsheds, and meat lockers around the world. Since I have never heard of the Toughman contest (and neither has anyone else), I could care less about how realistic this game is. What I do care about is how fun the game play is, and whether or not it's better than Super Punch-Out. Unfortunately for EA Sports, Toughman is tough to like.

The game is

The game is essentially an anything-goes 3D fisticuffs fiesta

essentially an anythinggoes 3D fisticufts fiesta
with game play and
graphics that pale in comparison to Super PunchOut. The biggest problem
is the perspective. Your
hoxer is a solid chalk outline (as opposed to the
cool, transparent, fullyfleshed-out sprite in SPO).
Because your boxer is at
eye level with the opponent, your guy's outline
tends to obscure the
enemy and it's very hard
at times to see the animation correctly.

The game play is
decent. You have several standard
junches which can be varied depending on directional presses and
whether you tap nold the button.
There's a whole slew of "Special
Punches," which are activated by
Street Fighter/Mortal Kombat-like
commands. For example, to do a
Super Uppercut, you tap B, Down,
Down-Right, and Up. You can even do
special combination attacks which
cut off the animation from one punch
into the next, almost like a two-in-one.

Despite the variety of moves, the control just doesn't feel right. The game feels sluggish, and pulling the Special Punches isn't as intuitive and responsive as it could be. Also, the game really should have taken advantage of the six-button controller...there's just too much cramped into three buttons.

TC allows you to fight through several regional tournaments before the big world championship, so replay value and game length are the strong point. However, whether you have the patience to get through even one circuit is the big question. Yes there's a two-player mode, but it's pretty darn obnoxious considering you are on opposite sides of the screen. (Maybe if there was an X-Band feature where you both played from the same viewpoint.....)

To ugh man contest has pretty sharp graphics, including ultrahigh-color backgrounds. However, the backgrounds need more animation and energy. Again, the animation is too murky and compressed to be likable. TC's sounds and music aren't particularly remarkable, either.

EA Sports people have told me Toughman Contest is not comparable to Super Punch-Out because TC is a totally different game. It's different all right, but different isn't necessarily better, or even as good. TC has the words "three hour rental" written all over it. —Cal Cavalier





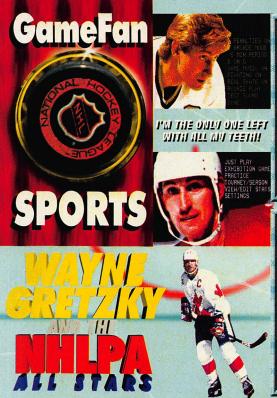




















TWI • 16 MEG HOCKEY -2 PLAYER(S) **AVAILABLE JUNE** Here's an easy question for you; Which NES hockey game was so superb that you'd still have fun playing it, even today? Konami's Blades of Steel of course. Don't you agree it's high time somebody designed a hockey game with BoS's stunning

attributes? Not only has TWI done just that, but they've done it with the great Gretsky's name on it! NHLPA license and all, this is a fun hockey game.

Wayne Gretsky and the NHLPA All Stars is a side scrolling affair overflowing with wicked game play. If you like it rough, look no further. Choose from 'aggressive', 'defensive', or 'roughest' play, and call the dentist! On either offense or defense, realistic slashing, tripping, and high sticking, is performed easily, complete with full motion video accompaniment. You can also 'intimidate' and make it even rougher.

The graphics are colorful, nicely drawn and animated, and the control is not only easy to get a grip on, but quite precise. A new switchable feature; 'real skate', offers two ways to control your players. 'Real skate' duplicates realistic player movement and eradicates that 'floaty' feeling associated with so many hockey games. Gretsky is also packed with clear voice samples,
and a nicely produced soundtrack. Besides the fact that the team colors and logo's are not official NHL,

a feature which means nothing when it comes to gameplay. It's hard to find fault with this game. It's original, timely, and a gas to play. Give it a whirl and help Janet get that new house in Vail. -Chip











WHIT WOULD II HOCKET GIME BE WITHOUT II GOOD FIGHTFIF, OR TWO OR THREE









GHERK IL ONLI EWA KOMEK ON GHKLK<mark>I</mark>DQEI













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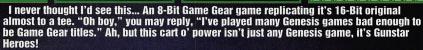








SEGA • 4 MEG Action 1 Player Avail. Now JPN.



I wouldn't hesitate to call this the best Game Gear game of all time. We're talking multiple levels of parallax, complex line-scrolling, true transparencies, massive multi-jointed enemies, and even those trademark Treasure explosions. The only things this 4-Meg wonder is missing are two levels, Black's fortress and the game's shooting stage. This loss is made up for by the inclusion of two levels not found in the Genesis cart, however: A jetpack stage and a stage in which you control a huge, screen-sized mech.

I don't want to give too much away about Gunstar, considering that we'll review it next month... suffice to say that you truly have never seen a more powerful Game Gear title than this. Let's hope SOA picks it up. -Nick Rox



















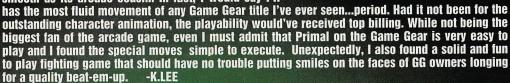








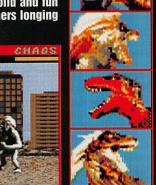
Primal Rage, one of the biggest arcade hits of 1994 is making an appearance on Sega's Game Gear. Once I popped the cartridge in, I was amazed by the character graphics and animation. While no one in their right mind could expect the visuals in this Game Gear Primal Rage to stack up to the 32-bit coin-op power, the results are nonetheless, impressive. Believe it or not, the animation in this game is at least 50% as smooth as its arcade cousin. In fact, I would say PR



















SHOW MERCY





It must be the THIRD ROUND to do a Mercy. When "Finish Him" appears, move to full-screen distance and tap D,D,D,D,RUN. (Note: you MUST do a Mercy before performing an Animality.)





Tap B,B,B,HK. (Distance: just outside sweep range.)

GO, GO, GADGET HELICOPTER

Hold Block, [Tap U,U,U,D], HP. (Distance: a few steps outside sweep range.)





STAGE FATALITII







Every character uses the same motion to do the PIT 3, SHAO KAHN'S TOWER, and SUBWAY Fatality. Get very close and tap F,F,F,F,RUN.

TIP: When doing Fatalities, you may want to hold down BLOCK to keep yourself from moving about. Just remember to release BLOCK before you hit the final button in the Fatality.

ANIMALITY: POLAR BEAR HUMP











Tap U,U. (Distance: very close.) (Note: must be done after a MERCY.)

ICE-BREAKER







BLOW 'EM AWAY





Tap D,F,D,F,LP. (Distance: very close)

ANIMALITY: HUNGRY LIKE THE WOLF







Tap D,D. (Distance: very close. (Note: must be done after MERCY.)

SPOTLIGHT OF DEATH







LIGHTNING AXE





Tap D,B,B,B,HP. (Distance: a few steps outside sweep range.)

Tap D,F,F,HK. (Distance: very close)

MIGRAINE HEADACHE





Tap F,F,F,LP. (Distance: very close)





Hold HK, [Tap F,F,F], release HK. (Distance: very close.)



STRYKER





Tap D,F,D,F,BLOCK. (Distance: very close.)

TASER ELECTROCUTION





Tap F,F,F,LK. (Distance: full screen away.)

FLAMING LIPS











Tap D,D,D,F,LK. (Distance: anywhere.)

SUPER INVISO TOASTY









Tap F,F,F,B,F,LK. (Distance: very close.)







REVISED MOVE LIST VERSION 1.0

MK 3 has hit the arcades, and of course, almost all of the moves from the ACME test version didn't work. Big surprise, huh? No worries, we've compiled the latest list of moves and combos for VERSION 1.0. Double-check your machine—if it's version 1.0 (the mid-April release version), all of the following moves are confirmed.

MOVES KEY

F=Forward, B=Back, D=Down, U=Up, QCF=Quarter-Circle from Down to Forward, QCB=Quarter-Circle from Down to Back, HCF=Half-Circle from Back to Forward, HCB=Half-Circle from Forward to Back, HP=High Punch, LP=Low Punch, HK=High Kick, LK=Low Kick.



CYRAX Short Bomb: Hold LK, [B,B,HK] Long Bomb: Hold LK, [F,F,HK] **Net Over Here: B.B.LK Exploding Teleport:** F,D,BLOCK Air Throw: F,D,F,BLOCK, then LP when close in air. (Can only be done while enemy is jumping.) **Ground Combo#1:** HP.HP.LK.HP **Ground Combo#2:** HP,HP,HK



JAX 1 Fireball: B,F,HP 2 Fireballs: F.F.B.B.HP **Running Slam:** F,F,HK **Ground Smash:** Hold LK 3 Sec., Release Backbreaker: **BLOCK** when close in air **Gotcha Punch:** F,F,LP, tap LP Quad Throw: F+LP to throw, tap HP **Ground Combo#1:** HP,HP,LP **Ground Combo#2:** HP, HP, BLOCK, LP B+HP + AIR



SHANG TSUNG 1 Skull: B,B,HP 2 Skulls: B,B,F,HP 3 Skulls: B,B,F,F,HP **Ground Fireballs:** F.B.B.LK **Ground Combo:** LK,HP,HP,LP,B+HP Morphs: Sub Zero: F,D,F,HP Cyrax: BLOCK,BLOCK,BLOCK Liu Kang: Full **Circle Toward** Sindel: B,D,B,LK Jax: F.F.D.LP Stryker: F,F,F,HK Sektor: D,F,B,RUN Nightwolf: U.U.U Sheeva: F,D,F,LK Sonya: D,D,D,Run+Blk+LP



KUNG LAO
Hat Throw: B,F,LP
Teleport: D,U,
then attack
Dive Kick:
D+HK in air
Aura Shield:
F,D,F,tap RUN
Ground Combo#1:
HP,LP,HP,LP,LK,LK,
B+HK
Ground Combo#2:
HP,LP,HP,LK



High Grenade:
QCB, HP
Low Grenade:

QCB, LP

Baton Run: F,F,HK

Baton Trip: F,B,LP

Ground Combo:

LK,HP,HP,LP,

B+HP + AIR



KANO Cannonball: Hold LK 3 Sec., Release **Knife Throw:** OCB.HP **Knife Uppercut:** OCF.HP **Choke Hold:** OCF.LP Air Throw: BLOCK when close in air **Ground Combo#1:** LK, HP, HP, LP, HK **Ground Combo#2:** HP.HP.HK.LK.B+HK **Ground Combo#3:**

HK.HK.LK.B+HK



LIU KANG Bike Kick: Hold LK 3 Sec.. Release Flying Kick: F,F,HK **High Fireball:** F.F.HP (ground or air) Low Fireball: F.F.LP **Ground Combo#1:** HP.LK.LK.HK.B+HK **Ground Combo#2:** HP.HP.BLOCK ,LK,LK,HK,LK













CODES



Note: To adjust these codes, use Player 1's High Punch, Block, and High Kick buttons, and Player 2's same buttons, to adjust the six boxes in the appropriate order.

Disable Blocking: Dragon,Yin Yang,Dragon,Dragon,Yin **Yang.Dragon**

Disable Throws: MK,Dragon,Dragon,MK,Dragon,Dragon Random Select: UP+Start on the character select screen.



SUB-ZERO SINDEL

Freeze: OCF.LP

Ice Show: OCF.HP

Ice Clone: QCB,LP

Slide: B.

LP+LK+BLOCK

Ground Combo:

HP,HP,LP,LK

,HK,B+HK



Ground Fireball:

F.F.LP

Air Fireball:

HCF.LK.

Flight: B,B,F,HK.

Wave Scream:

F.F.F.HP.

Ground Combo:

HK.HP.HP.LP.HK

KABAL

Tazmanian Spin:

B,F,LK

Fireball: B,B,HP

(ground or air)

Blade Slice:

B,B,B,RUN

Ground Combo#1:

LK, LK, HP, HP,

D+HP + AIR

Ground Combo#2:

HP,HP,D+LP,D+HP



NIGHTWOLF

Arrow: QCB,LP

Hatchet Uppercut:

OCF.HP

Shadow Ram:

F,F,LK

Shield: B,B,B,HK

(reflects fireballs)

Ground Combo#1:

HP.HP,LP,Hatchet

Uppercut + AIR

Ground Combo#2: HK,HK,HP,HP,LP,HK

SEKTOR

Straight Missile:

F.F.LP

Heat-Seeking

Missile: HCB.HP

Teleport Punch:

F.F.LK

Ground Combo#1:

HP,HP,LK,HP

Ground Combo#2:

HP,HP,HK



SONYA

Ring Fireball:

QCF,LP

Diagonal Bike Kick:

B.B.D.HK

Leg Throw:

D+LP+BLOCK

Square Wave

Flight: F,B,HP

Ground Combo#1:

LK,HP,HP,LP,B+HP

Ground Combo#2:

LK,HP,HP,LP,B+HK



SHEEVA

Fireball: HCF.HP

Stomp: D.U

Earthquake:

B,D,B,HK

Ground Combo#1:

HP,HP,LP,HK,

HK.LK.B+HK

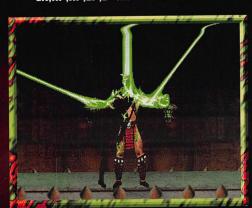
Ground Combo#2:

HP,HP,LP,

F+HP + AIR









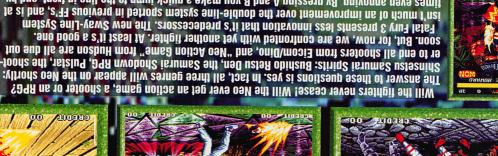














Terry fakes his Power Wave by calling out "Power..." and beginning the motion of the into scenety. The other new feature in FF3 is the ability to "fake" special moves. For instance, into the background, often smashing painfully with an attack from the foremost plane he'll fly Instinct. Likewise, if you defeat your opponent the enemy scales towards the screen ala Killer you deliver the killing blow from the rear plane, that all the lines are useful for now is dodging fireballs or escaping from corners. One cool thing about the lines, however, is the fact that if you deliver the tilling blow, from the fact that if pushes you back to the middle field. It seems attack from the other plane before the computer ly - you have but a few seconds to move or times even annoying. By pressing A and B you make a quick jump to the line in front, and by pressing C and D you switch to the plane in back. No longer can you stay on a line indefinite-





























attack. Other than these additions, gameplay remains the much the same, besides the addition of at least one new move for each character, like Terry's Power Dunk, Geese's Ja Ei Ken and Mai's Kagerou no Mai.

The new characters seem to be pretty boring, (this may be because I'm used to the old ones) but let's examine them closer: Blue Mary is an exceptionally lame character, despite being quite the babe: All her special attacks consist of throws, except for two Cammy rip-off moves which are too slow to be used effectively. Her voice is also extremely annoying. Hon-Fu is also ineffective. He's very slow and his attacks are mostly useless and un-connectable, save one. Franco Bash is a Zangief-ish character, extremely slow and powerful, so I didn't use him much

but he seems good enough. Mochizuki Sokaku is an extremely technical character... most of his moves are countering attacks. He could be called the Dhalsim of the game. Lastly is Bob Wilson, a charging-intensive character who can be compared only to Guile. He's an excellent and easy-to-learn fighter.

Where FF3 really shows it's stuff is in the graphics. The animation is very well-drawn and is a vast improvement over FF2 and Special, even approaching the lofty height of X-Men or DarkStalkers. The backgrounds are also very well done, with ample parallax and several variations on each stage such as sunset, rain, or night depending on the round.

Fatal Fury 3 is a good, if not great fighter, and if reviewed alone, without all the clutter of the other fighters on the system it would receive top scores. For me, how-



ever, it's just too much of the same old thing. No longer is the Neo an unbelievable piece of hardware, so I feel that for the system to survive it needs original software in the aforementioned genres. Luckily, that's just what it's getting.















Drop Kilshred - Punch + Kick Call Kilshred - Punch + Kick Sword Elemental: Efreet Sword -→ ↓ ▶ Punch (Guard Reversal)
Sword Elemental: Blizzard Sword -+ × ↓ × → Punch

Sword Elemental: Lightning Sword -←↓ ∠ Punch

Sword Grapple - → > ↓ ↓ K ← Punch when close

EX Attack: Breath of Death -←K J Y → Kick

EX Attack: Change Immortal - Strong, Jab, ←, Short, Forward

Anki Hou - ↓ ↘→ Punch Sempuu Bu - → ↓ ↘ Punch Henkyou Ki - ↓ ⊭ ← Punch (Guard Reversal)

Houten Geki - → > ↓ ↓ K ← Punch when close

EX Attack: Jirei Tou - ← L ↓ → + Two Kicks

EX Attack: Tenrai Ha - Short, Roundhouse, Strong, Strong, 1

Plasma Beam - ↓ ↓ → Punch Might Launcher - ↓ ↓ → Kick Genocide Vulcan - ←↓ ∠ Punch Reflect Wall - →↓ ↘ Punch (Guard Reversal)

Circuit Scrapper - → > ↓ ↓ ∠ ← Punch when close

EX Attack: Confusioner - ↓ > + Two Kicks

EX Attack: Final Guardian -→ > ↓ ↓ K ← + Two Kicks

Soul Smasher - ↓ >> Punch

Mid-Air Soul Smasher - ↑ >> Punch in the air

Zodiac Fire - → ↓ ¥ Punch Orbiter Blaze - ↓ ∠ ← Kick in the air CAPCOM • 300 MEG **FIGHTING** 1-2 PLAYER(S) IN ARCADES NOW

to the move list for a REAL

game, not a chintzy live-action or lame rendered plastic deathfest. NightWarriors is one of the best fighting games in recent memory so be sure to ask your arcade operator to get a copy, and please don't let it be overlooked as DarkStalkers was. -Nick Rox

Galaxy Trip - ←↓ ∠ Kick or Punch Planet-Burning - → ↓↓ ∠ ← Punch when close

EX Attack: Cosmo Disruption - ← ∠ ↓ ↓ → + Two Punches

Chaos Flare - ↓ ↘→ Punch Bat Spin - ↓ ⊭ ← Kick

Demon Cradle - → ↓ > Punch Dashing Demon Cradle - →→, →↓ ¥

Negativus Thorn - 360 + Punch when close EX Attack: Midnight Pleasure -

↓→¥ + Two Punches

EX Attack: Demon Blast - ↓→ ¥ + Two Kicks

Climb Laser - ↓ ↑ Kick Forward Beast Cannon - 4 >> Punch

Up-Forward Beast Cannon - → ↓ > Punch (Guard Reversal) Down-Forward Beast Cannon -7→¥ Punch in air

Million Flicker - ←↓ ∠ Punch Wild Circular - → ↓ ↓ ∠ ← Kick when close

EX Attack: Dragon Cannon -→ ン ↓ レ ← + Two Punches EX Attack: Mirage Body - ← レ ↓ →

+ Two Kicks

Skullsting - ↓ ↑ Kick

Hell's Gate - ← ∠ ↓ ↓ → Kick

Death Hurricane - ↓ ∠ ← Kick (Guard Reversal)

Skull Vanish - → > ↓ ↓ ∠ ← Punch when close

EX Attack: Evil Scream - → + Two **Punches**

EX Attack: Death Voltage -→ ¥ V K + Two Kicks

EX Attack: Hell's Dunk - → ↓ ¥ + Two Punches

Soul Fist - ↓ >> Punch

Mid-air Soul Fist - ↑ ↗→ Punch in air Shadow Blade - → ↓ ↘ Punch (Guard Reversal)

Shell Kick - ↓ + Forward in the air

Vector Drain - → > ↓ ↓ ⊭ ← Punch when close

EX Attack: Darkness' Illusion - Jab, Jab, →, Short, Fierce

EX Attack: Astral Vision - Jab, Jab, →, Strong, Fierce

Giga Hammer - ← hold → Punch Giga Buster - ← hold → Kick Gyro Crush - ↓ ∠ ← Punch Giga Burn - ↓ ∠ ← Kick (Guard Reversal)

Mega Spike - 360 + Punch when close

EX Attack: Thunder Break - ↓ hold ↑ + Two Punches

EX Attack: Great Geldenheim -← L J J → + Two Kicks, Punch

Sarcophagus Dance - Punch + Kick Pharaoh's Judgment - ↓ >> Punch in the air Cobra Blow - ←→ Punch Mummy Drop - ↓ ↓→ Punch The Void (Catches projectiles) -**↓** Kick

Retribution (Returns caught projectiles) - ↓ > Kick

EX Attack: Pharaoh's Magic - Forward, Jab, ↓, Forward, Roundhouse

EX Attack: Chasm of Hell -← ∠ ↓ ↘→ + Two Kicks EX Attack: Pharaoh Split - Jab, Jab, ↓, Forward, Roundhouse

lai Giri - ← hold → Punch or Kick Hane Yaiba - ← ∠ ↓ > Punch *Kaeshi Yaiba - ← Punch after contacting with Hane Yaiba

*Tsuji Hayate - ↓ >> Punch after contacting with Hane Yaiba Mukuro Fuuji - ↑ ? → Punch in the

Ki En Zan - → ↓ > Punch during a reveral period. (Guard Reveral) Kirisute Gomen - 360 + Punch when close

EX Attack: Onikubi Hineri -+ Two Kicks

Rolling Buckler - ↓ >> Punch, Punch

Rolling Scratch - ↓ ∠ ← Punch. Punch

Delta Kick - ←↓ ∠ Kick

Sand Scratch - ↓ > Kick (Guard

Reversal)

Hellcat - → > ↓ ↓ K ← Kick when close EX Attack: Dancing Flash - → ↓ > +

Two Punches

EX Attack: Please Help Me ← ∠ ↓ ¬ Two Kicks

Screwjet - ←→ Punch Trickfish - ←← Kick

Poison Breath - ↓ > Kick

Sonic Wave - ↓ >→ Punch (Guard Cancel)

Crystal Lancer - → > ↓ ↓ K ← Punch when close

Sky Neptune - → > ↓ ↓ ∠ ← Kick when close

EX Attack: Aqua Spread - → ¥ ↓ + Two Kicks

EX Attack: Water Jail - → ↓ ¥ + Two

EX Attack: Sea Rage - ← L ↓ → +

Two Punches

Big Snow - ↓ >> Punch Big Towers - ↓↓ Punch Big Cyclone - ↓ ∠ ← Kick

Big Typhoon - → ↓ ¼ Kick (Guard

Big Brunch - → > ↓ ↓ ∠ ← Punch when close

Big Swing - 360 + Kick when close EX Attack: Big Freezer - ← ∠ ↓ ↓ → Two Punches

EX Attack: Big Ice Burn - ← ∠ ↓ ↓ → Two Kicks



123





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WORD LIST and LETTER CODE chart

POWERN	PRESSK	BLASTA	WRECKF
BREAKZ	PUNCHS	SPRAYE	TURBOV
STOMPT	STANDH	PRESSC	DREAM
CRUSHO	SCORER	SLANTL	CHASEF

MYSTERY WORD CLUE:
TO GRAB SOMEONE'S SKIN BETWEEN TWO FINGERS AND PRESS.

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SHINING WISDOM

Sonic Team has been quiet since releasing Shining Force for the Mega-CD. What have they been working on all this time? The Saturn! Their first game is an Action/RPG with fully-rendered CG characters. When most people think of CG, they think of 3-D polygon-ish characters. In this game the characters are very smooth with no pixels and don't look like they're CG-based. The Action/RPG genre was spawned by Zelda, a game that was slightly on the easy side in terms of action-oriented play. Sonic's game isn't like this - you have to rapidly tap the buttons to jump higher or run faster. It's an extremely action-intensive game. The game

isn't done yet, but I think that this is a global title that anyone and everyone will love, Japanese or American. The title is "Shining Wisdom," a title keeping in the tradition of Sonic's Shining Force and Shining in the Darkness series. There are possibilities that new types of gameplay could be implemented in Shining Wisdom because the characters are CG based.

Warping, stretching, morphing and easy manipulation of the character mod-

Warping, stretching, morphing and easy manipulation of the character models is feasible, but we'll have to wait and see what Sonic does. Hopefully, I'll have more on Shining Wisdom next month!







Chunsoft

MICROCABIN'S NEW 3DO RPG

Right Stuff

The game you see here is a new RPG for the 3DO by Micro Cabin, makers of both The Life Stage and Guardian War. This fantastic-looking CD does not yet have a title. Micro Cabin's game is a standard top-down RPG, but the field is in built with polygons that shift according to your viewpoint. We'll have more info on this RPG as it develops.

BEYOND THE BEYOND

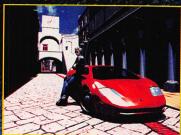
There was recently a press conference in Japan to announce an amazing new Action/RPG for the PlayStation called "Beyond the Beyond." The company doing this game is Camelot. Camelot's president is the younger brother of the president of Sonic Team, believe it or not... imagine someone from Sonic Team doing a game on PlayStation! I can't say very much yet, but Beyond the Beyond will be like no Action/RPG you've ever seen and will stretch the PlayStation's limits. Check Japan Now next month for more info and shots!

THE NEW SATURN OPERATING SYSTEM

Sega's AM R&D Dept. #2, the designers and programmers of Sega's arcade hits Virtua Racing, Virtua Fighter, Daytona USA and Virtua Fighter 2 have created a new 3-D operating system for the Sega Saturn. This operating system is being made available to third parties very cheaply, and will enable them to produce highquality 3-D games with ease. Shown on the right is the first shot of Virtua Fighter 2 on the Sega Saturn, the first game to utilize the new operating system. Below and on the far right is a Cinepak demo created by AM2 running in the new operating system environment. The Jacky model in the demo is said to be from Virtua Fighter 3!





















Interview by Special K & TJ Sega AM R&D Dept. #2 Interviewees: Mr. Kurokawa, Ms. Higashi

This interview was held at Sega Enterprises in Japan and it was before the release date of Daytona USA.

Game Fan: Have you finished Daytona? No, we're not quite done yet.

GF: The release date in Japan is April 1st, isn't it?

S: We'll be done with the master copy in March. GF: In our last AM2 interview with Yu Suzuki, he mentioned that's it's hard to do a 100% translation of an arcade game. What do you think? S: I think it's really close to 100%. When work

began on Daytona, we thought it would take more memory. When we look back on what we did, however, memory was very important. The arcade version of Daytona runs at 60 frames per second, so we could never do a perfect version, but the gameplay is identical to the arcade.

GF: Will it contain all of the courses of the arcade version?

Of course. We even have 39 opponents in the Beginner course. It has all been completely translated.

GF: Even the slot machine?

tis all in the Saturn version. We've even added some new options as well.

GF: Really? Like what?

: I can't tell you as this very moment, but we'll reveal them later.

F: How much of the Saturn's hardware potential have you used?

: Since Virtua Fighter was the first title released at launch, we didn't utilize the full capacity of the hardware. After VF, we had a meeting and reviewed our work on it and used our newfound knowledge for Daytona. The Saturn does possess the hardware power to create better games, and there are so many possibilities.

GF: We're not sure yet, but SOA says that they might pack-in Daytona with the American release of the Saturn. Will there be any differences between the American version and the Japanese one?

S: There shouldn't be any differences since the arcade version had no differences.

GF: Since you have already developed two titles for the Saturn, can you tell me if it was difficult or easy developing the software? Since the development staff had previously been making Sega-CD and Genesis games....

: I cannot answer technical questions, but I haven't heard any of the programmers complain about our development tools. The Saturn development system has so much untapped power, everyone is saying that it's actually easy to program for. Since this is already our second title, most of our programmers knew what they were doing. Within a month we will be support-ing our third parties with CG libraries at little cost. Our third-party support is actually better than it is for in-house Sega teams. In the beginning, we were left behind. We do regret that we couldn't support the others enough. AM2 is willing to create a new oper-ating system for CG libraries. The CGs will include VF and Daytona data, so that third parties will be able to program VF-style games utilizing the library. I'm sure

that the new tools will be better than our current ones.

GF: Lately, I have been seeing CG everywhere, espe-cially from Sega. Is the goal for the Saturn to be CGhased?

S: I don't think that's what

we're planning to do. When I went to the recent AOU arcade show, I noticed a lot of CG 3-D games. Since there are so many on the market, it will all come down to gameplay itself. I'm pretty sure the reason why CG is popular is because it has a "fresh" and 'new" look to it. But in the end, everyone will seek gameplay instead. If people ask me if the Saturn is for 3-D CG games only, the answer is "No". We are using bit-mapped graphics alot, as well. Since the Saturn has high-powered specs, popular games will be built around playability. We are not just concentrating on 3-D images.

GF: Since you released the 32X, are you thinking of an upgrade for the Saturn as well?

: We are not releasing actual hardware, but we will be releasing system discs for Video & Photo CDs. But since the Saturn has a fantastic future as a home sys-tem, I can't deny it 100%. We may schedule one in the future. We have to use the full capabilities of the hardware before we would even consider releasing one, of course. We do not believe that the Saturn is an exclusively 3-D system. Since it has well-rounded specs, it can run good 2-D games as well.

F: Are you going to be translating Sega Rally Championship?

Since a lot of consumers want to play popular arcade games at home, we will be translating them. GF: How is Sega Rally Championship doing in Japan?

S: There aren't many "rally" type games on the mar-ket. We were actually the first to come out with a texture-mapped rally game. The arcadegoers are accepting it with surprise and interest.

GF: Let's talk about AM2. What is your next project

for the arcade?

We are currently working on VF3 for the arcade. We have already started the basic research, but we're not sure what kind of game concept we want to implement. Since so many consumers are expecting a lot from us, we would like to include brand-new features in VF3.

GF: And for the Saturn?

S: We have already started to translate VF2. Since we are finalizing Daytona, the whole staff of AM2 is working around the clock. We are also working on Virtua Cop for the Saturn as well.

GF: Are you planning to release the gun with it? : As you know, we released the Racing Controller for Daytona. So we'll most likely be doing a gun as well. The steering wheel is analog, so it will be pretty much be like the arcade except for the resistance. It's stable, so it offers better control than the pad. GF: Since the Virtua Stick is compatible with most games, will the steering wheel be as well?

S: All I can think of is using it for third-party flying or racing games. Since we have the responsibility of releasing this product, we will be developing games for use with this it.

GF: I've noticed that Sony is planning to release a network cable for their system. Let's say that I want to race other people in Daytona. Does Sega have a similar idea?

S: We may offer a link-up option in the future. But really, how many kids have two TVs and two game systems, and are willing to go through all of the hassle just to play with each other for a couple of hours?





VIRTUA FIGHTER

GF: Was there any trouble developing VF or Daytona? S: The most difficult part of VF was that it was the first title. The original arcade version was not programmed to be released for a home system, so that's why it was so hard. The most difficult part of Daytona was the programming itself, since a lot of other rac-ing courses in other games have up and downs and also a lot of turns that can hide pop-up. But in Daytona, there are straight courses which we have to show on one full screen. Since we had to map a long stretch after a turn, the calculations for that part were tedious. We wouldn't have done these courses in the arcade if we knew that Daytona was coming out on the Saturn! (Laughs)

F: If you were to rate this game, what would you give it?

: Gee... That's a hard one... HMMMM. I give it a

F: How about VF?

: Well, maybe I should give it a lower score... actually, I'd rather not. I've been through the long and tiresome nights when we were programming it. That's why I'd like to give it a higher score. (Laughs) F: Did you analyze any other racing games in order to do Daytona?

S: No, I don't think so. To tell you the truth, we did play Ridge Racer but we didn't use it as a reference. GF: Which part of Daytona did you put the most effort

: To do a full translation of the arcade game for Saturn. With VF, we wanted to bring the feeling of the Intro and the speed of the game to the home. With Daytona, our focus was to reproduce forty cars racing against each other. Making the CPU control 39 cars

requires some pretty hellish calculations! GF: Are there going to be any differences between the U.S. and Japanese Daytona?

s: If there is a difference, it would be in the difficulty... the US version may be harder. Also, the latest versions of the Daytona arcade machine in the US feature an attract screen for the Saturn system.

GF: SOA will be announcing the Saturn in the US At

E3. What position would you like it for to take in the S: That's a hard one to answer... if someone said "the

next generation system" I'd want people to think "Sega Saturn!" Right now, all anyone's talking about is bits. Whether 32 or 64-Bit, we just want to create next generation games.

GF: How about the 32X?

s: It's doing rather well. Another magazine publica-tion had an interview with the developer of Space Harrier and Afterburner. Everyone said that it looked like we ported the arcade code directly. They were amazed! Whether it is suitable for the market or not,

amazeu: Whether it is surable for the market of nor, the quality of the 32X is really high.

GF: Can you tell me if VF2 will be similar to the arcade, and how confident are you to assure this?

S: We are 100% confident! Like I mentioned before, there were a few chips in the Saturn that we didn't use. Most of the programmers have gotten used to the old development techniques. But at the time of VF2'S release, we will prove what can be done on the Saturn. Honestly, we were worried about it before, but we are really confident now.

GF: Last question... Any comments for the U.S. consumers?

: Wait until September... And experience the true power of the Sega Saturn! GF: Thank you very much for your time!







Welcome to another edition of Other Stuff. The countdown to E3 has begun and the rumor mill is white hot and bursting at the seams.

SONY POWER

Sony Computer Entertainment has been very quiet as of late, but here are a few of the PlayStation games that should surface under Sony's multi-quadrajillion-dollar booth at E3. They include: Godzilla, a one-on-one fighting game based on the upcoming big-budget move, Spawn, Mickey Mania, and a rumored sequel to the highly underrated Motor Toon Grand Prix. The PS version of Mortal Kombat 3 is in an early state at this time and should be shown behind closed doors. MK3 for the PlayStation will hit the shelves on November15th. (While on the subject of MKIII, the U64 version is due in February of '96 under the Williams label. The Saturn, 32X, and 3DO M2 versions of MK3 are also due out early '96. We also hear that MK 3 might appear on the Virtual Boy sometime in 1996.) Sony Imagesoft has some powerful PlayStation product in the pipeline, like Twisted Metal, a 3-D combat/racing game in which you take control of any of fifteen vehicles in complex battle arenas, including an eight-mile square city. Another hot Imagesoft product is ESPN Extreme, a 3-D racing game similar to Road Rash in which you can control a skateboarder, a rollerblader, a biker or a "street luger." The last title from Imagesoft is WarHawk, a game that combines 3-D flight simulation with arcade-style air-to-air and air-to-ground combat.



SEGA STHEE

Sega may show as many as 11 new games for the 32X, and 17 for the Saturn. 32X games include Sonic Mars, Virtua Fighter, Ratchet and Bolt, Kolibri, Clack the Snapper, Congo, Virtua Hamster, Spiked, NBA Action, and Xamen 3. American Saturn debuts include Daytona USA, Panzer Dragoon, WildCats, Astal, World Series Baseball, NBA Action, Mr.Bones, Clockwork Knight, NFL Jam (not to be confused with NBA Jam), Virtua Fighter 1 & 2, Eternal Champions 3, Bug!, Free Runner, Quake, Batman Forever, Virtua Cop, and a new Sonic game. For the Genesis, Sega will be showing Vactor Man and Sega's answer to Donkey Kong Country, X-Perts (an Eternal Champions spin-off to include Shadow as a main character). Another possible E3 debut is Sega's Venus handheld, which is supposed to be confused with the Genesis. The Venus is an absolute reality, but its release date is unknown.

At the E3, Nintendo will show 5 ACM games - Yeahl's Island (a 24-Meg Super FX game), a brand new action game with the working title 'Kid Kirby,' DDO, the 32-Meg sequel to DKC which uses the new SA-1 accelerator chip and will not feature Donkey Kong, but Diddy as the main character, and an unknown 32-Meg action game. (Possibly Goldeneye.) The big title for the SNES will be Killer Instinct. KI features 32-Megs of power and is rumored to include an SA-1 chip. Nintendo will also be showing the 8-Meg Killer Instinct for the Game Boy. KI for the SNES will also feature all of the arcade music, characters and 2-D levels, and Eyedol is now controllable. KI is due in August or September, and will retail for \$59.95. Killer Instinct is also rumored to be in development for the Virtual Boy.

Mindscape has announced that they will be publishing an Ultra 64 game which is due out early 1996. Electronic Arts is developing FIFA Soccer, John Madden Football, and NHL Hockey for the U64. Acclaim is hard at work converting WWF Royal Rumble (Williams' new arcade game) to the Ultra 64 as well as Iron Man XO, and rumor has it Acclaim may get the rights to do Power Rangers the Movie for the Ultra 64. Shiny Entertainment has also signed on to do Ultra 64 games. Their first game won't be ready until the 2nd quarter of '96, but imagine! Williams has informed me that they have three sports games in development for the Ultra including a hockey game. Williams also has four fighting games in development for the Ultra 64. One of them is rumored to be a 3-D fighting game with SGI graphics. Nintendo of America has also told me that the Ultra 64 box, controller, and system case have been finished and sent to NCL (Nintendo of Japan) for final approval. The Ultra 64 release date, however, has been pushed back to November. The Japanese release date is November 21st, and the price will be 25,800 yen (\$250 US). The name for the Ultra 64 in Japan will be "Ultra Famicom" and the system casing will be the same for all countries. The Ultra 64 won't be released in Europe until Spring, 1996. Speaking of Europe, let's talk about Rare. Rare, to me the best game developers in the world, are hard at work on KILLER INSTINCT 2. Here's what I know so far: KI2 will be released late '95, most likely the same day as the Ultra, and will not be released as an arcade game but as a home game only. KI2 will be 64-Meg or higher, and might appear at the E3 on video. By the way, did you check out the cover? Well, if you didn't, look at the picture of TJ Combo with Mario and Diddy, could that character be from... Killer 2?

Acclaim Distribution, Inc. and Sunsoft of America have entered into a major sub-licensing and distribution agreement whereby Acclaim will distribute a variety of Sunsoft games. Under this agreement games developed by Sunsoft will be released under the Acclaim label.

For Konami, 1995 will be the year of Castlevania. At the E3, Konami will be showing a Castlevania game for three different platforms. The first title is called Castlevania: **Braevia X.** Due out in the fall for the SNES, this game is based on Dracula X for the P.C. Engine, one of the best action games of all time. Konami will also be showing some footage of an original **Castlevania** game for the **Sony PlayStation and the Sega Saturn.** Yes, you heard me right... imagine the ecstasy of playing a powerful 32-Bit Castlevania on your Saturn or PlayStation. While it almost sounds as if the Saturn and PlayStation Castlevania are one and the same, knowing Konami's past history with the Belmont crew, we can't help but think each 32-Bit game will be completely different.

Activision, Inc. has entered into an exclusive, long-term agreement with Shiny Entertainment to jointly develop a state-of-the-art, next generation action engine that will drive games produced for the Sega Saturn, Sony PlayStation and Nintendo Ultra 64 platforms. According to Activision, the engine will enable them to dramatically increase their portfolio of action titles and it will enable them to continue to pursue the development of high-quality products for all three platforms.

First it was Saturn and PlayStation, then we heard about the Ultra 64 and the 300 M2. Now the latest company to develop an advanced video game hardware system is **Hashro**. Due to be launched in spring of 1996, Hasbro's new system (codenamed the "**Toaster**") is a \$200-\$300 **Variual Reality** strap-on headset with performance, Hasbro claims, that will be comparable to an Onyx workstation. Microprose, Virgin Interactive Entertainment, Electronic Arts and Argonaut are all said to have the \$180,000 SGI development system for the Toaster and should have titles available at launch. The Toaster is rumored to be cable only - you may not be able to actually buy games, but rather download them via satellite. Imagine that...

Well I'm outta' here, it's off to the big show. Tune in next month for more of what's going on in the wonderful world of gaming.





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Jeffrey Jeff

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TRY OUT A DEMO ZONE!



Dear Postmeister,

I am supposed to be doing my chemistry lab right now, but the king of procrastination has a little something on his mind.

I own a 32X and a Sega CD. They are both capable of great things, but have yet to be pushed to the extreme. Even though the 32X is very young, it is clear that this system lacks two things; CD quality music and/or huge amounts of memory which would result in intricate and lengthy games. And even though the Sega CD has both of those, it lacks a good video card, and processor speed. HMMMMMM.

32XCD. Ahhh, lets run over specs. 10 meg of ram, 20 channels of sound (10 good channels), 4,400 meg of memory, 32,000 colors, two 32bit 27 MHz processors, and two 16-bit processors. That's pretty darn good. You see, ...what I'm getting at, is the fact that this format is being over looked by everyone except those fools who make movie-games.

The 32XCD could trample over everything else if it wanted to, but not one GAME company has even considered it. What game companies should realize is that this system is great for every owner of a 32X and a Sega CD, and for them. By exploring this new frontier they could create some great games, and they don't have to go through the expensive process of buying carts.

So this letter goes out to all those blind game makers out there. Look at the most powerful system, and start making some games.

Jason Yanuzzi Flemington NJ

Dear Jason,

You certainly make a good point. Everyone's whining about the high risk associated with cartridge, and how they wanna' produce CD's, yet like you said, next to no one is developing 32X-CD games. My guess is that they're betting on the fact that out of the 1/2 million or so 32X's out there, a very small percentage own a CD as well. You can look at this two ways, if you had the dough to fork out for a CD, chances are you bought a 32X. Or, if they would release 32X-CD games that totally rocked, you'd go out and buy a CD for your 32X!

Of course you also have to take in to account the price of the Ultra, and PlayStation. They are both CD based, (priced below a CD/32X combo) extremely promising new systems with gargantuan marketing behind them. It might be that most third parties are simply moving on, riding the wave of future power.

It's anyone's guess really. I guess we'll have to sit back and just see where the cards fall. The 32X is still a very young system and Sega is behind it 100%. I'm sure that at least some high powered CD's are in your future. Hang in there dude!

Dear Postmeister,

I write to you from within the castle-like confines of the historic United States Military Academy at West Point, I am a cadet here, and I have always had a passion for video games. Unfortunately, I am not allowed to posses any of the awesome systems now on the market. I used to be a proud owner of a Neo-Geo, but now all I am permitted to play is a Sega Game Gear. Granted it is an awesome hand-held, but I've been spoiled with the quality of home systems. That brings me to my question. I read about your good opinions on the Virtual Boy. You seemed very impressed, and you are nearly always correct. but I am wondering if you know about any other games Nintendo plans to produce for the system. How about VR Donkey Kong? Are there any third parties yet? Also, is it actually comfortable to use? It's hard to tell from the pictures. By the way, I saw Street Fighter the Animated movie and you were right. It is a definite must see! Well, I have to shine my shoes now. Please do me a favor and tell Terry Wolfinger that his art work is awesome.

Batman Forever-Cadet Finn West Point, NY

Dear Cadet Finn,

Ten-hut! Hoda-Ho! Boom-shaka-laka-laka, about face, stick it in a Virtual Boy! Ahh, feel that lush, thick, foamy softness on your face. See those hyper deep 32-bit vibrant graphics. Ah jeez I'm losin' it again. Good news! The Virtual Boy is very comfy! In fact, it's almost therapeutic. Imagine completely blocking out everything around you and zoning in on an amazing 3-D game of Mario. Honestly, the Virtual Boy is one of the coolest game experiences I've had in awhile. If the big US Army will allow it, do not hesitate! For a list of the MANY third parties signed up (many of which are the most prestigious developers in the world) check out this month's japan Now! Oh, by the way, VR DKC... it could happen. Hey, thanks for serving the good 'ol US, still the best darn place on Earth to be (of course I'm armed and well protected). You're doing a good thing!

P.S. You missed a spot.\

Dear Postmeister,

If I had an award to give for the coolest makers of a magazine, hands down, you guys own it. I have a burning question that has been bothering me for quite some time now. My question is, What do I do with my Sega CD?" Sounds simple. but basically, I'm stumped. First of all, there's some really cool games coming out for the Genesis and CD, namely Beyond Oasis, Earthworm Jim CD, Lunar 2, BC Racers, Crusader of Centy. you get the picture. If I had never heard the words Ultra 64, Saturn, or PlayStation, I would jump at the chance to buy these quality titles, vet I'm not sure if I should invest more money into something that may be forgotten in less than a year. Don't get me wrong, I'm perfectly happy with my CD and Lunar alone was reason enough to buy it, but I'm wondering if I should start saving some money for an Ultra or a Saturn, I'm only 15, yet I enjoy long, challenging quests with humor, plot twists, and beautiful graphics as much as the next guy. Should I buy a 32X and pray it won't become obsolete? Or are the 64-bit systems really so much more advanced that I should start saving now? There's a lot of readers like me that would gladly accept some advice on this. By the way, are you gonna' run for **President?**

Mike Moss Brookings, OR

Dear Mike,

First, I've got 3 words for you... Lunar Eternal Blue. After you get done playing this last Sega CD RPG of joy, if you really want the best and have the means to save some money, do so. I say this because no matter how good the 32X, Sega CD. SNES or Genesis get, and they are getting mighty good, they just won't stack up against the new power systems. Basically, there will soon be a system to fit every budget. So it all boils down to a cash thing. Remember, once you buy a next generation system, and they aren't really all that much money for what you're getting (I don't think Sega, Nintendo, or Sony are making a dime on hardware) the games cost about the same, well, actually, less for the CD's. So, if by selling your current rig and saving some cash (or throwing a wild fit in front of your parents) you can plug in a shiny new 32 bitter, go for it! Unlike the usual new system launches of old, this time out the PlayStation and Saturn have dozens of titles ready to go! I'll shed some light on the Ultra next month ... if they let me in the show.

P.S. Someday I will be President, and we'll mow down all the golf courses and build huge FREE arcades!

Dear Postmeister,

Yo! Bleep here! Remember me? ...Thanx for reading my letter! It's great to know you're taking me seriously. Hey! At least somebody is. I've canceled my subscriptions to the other mags I receive, EXCEPT GAMEFAN! Why? Cuz you guys are the best there is! Nuff said. Please let us gamers know the results of your research k? ThanXXX.

Where should I begin? ...Ah Street Fighter the movie... No, skip that!... I would like to ask you cool n' cute dudes if you had any information

regarding positive or negative effects on video game players. I'm doing a research paper for my investigative techniques course. Has anybody done tests on gamers playing recent games like Street Fighter 2 or Mortal K? What are the results, if you know? I'm having my neighbors come by my house daily and play games. They all agreed to help me out... (Hmmm, maybe it's because I'm a girl???) Anyway, any information you could send me by the end of this school semester would be great!...So would an autographed picture of you, Postmeister! But perhaps that's a bit too much??

I'm sending you a picture of myself so you'll know what I look like. It's been digitized from a home video, so I look fat (which I'm not!!!-But some people are and its OK) and my skin color looks strange. Ugh! I wish I could send you something better, but my friends have confiscated all of my really good pictures. I just hope you like it Postmeister. Oh! and PLEASE!! Don't you dare publish it!! Like I said, it's terrible!! ...Thanx!! Well, I know you have thousands of letters to read and I have a dozen games to rent and try so, until next time. Play it loud...

P.S. Oh! Any word on a Gargoyles' game? I like the show a lot and it would make a killer game!! The really cute girl gamer,

Bleep

San Juan, PR

Dear Bleep,

Star Wars Arcade

Supreme Warrior Surgical Strike CD

MasterCard

Bleep! My little love bug, how the heck are you! My-my, a cute girl who loves games... hey I got room in the cave! The picture was fine... Roseanne! Just kidding. You are a babe! Now send me a photo I can print! You could be the poster girl for female gamers! Getting to your question about the effects of fighting games on encourageable young men. All I can tell you is that after watching The Enquirer, K. Lee, and Nick Rox immerse themselves in this stuff (not MK, mind you-SF2, Night Warriors, Tekken, and Killer) for the last 4 years, all I can say is... WHOA! They are utterly consumed while playing. They've mastered complex button patterns that take intense memorization, hit the buttons with every finger in perfect unison, yet once they stop they are mere mortals in real life.

It's like a drug they're always on. Whenever the computers are copying or they're between projects they can ALWAYS be found upstairs pounding away on Turbo or Night Warriors. Let me put it this way, if they applied the same intensive study and hours on lets say, building a rocket, they'd be on the moon. I guess certain people just climb in to these things and just bury themselves. Hey, that's why they work at GF! Storm, Taka, and Goo are the same way with RPG's and platformers. It's just more subtle. When you think about it, it kinda' makes sense. It's something you can be proud of, like a sport. It's intense competition and winning builds confidence. Plus they've made so many friends along the way, it's really kinda' cool. They're not becoming freaks or anything, well, not yet at least. As for the MK player, Slasher seems normal enough... hyper though. Of course he use to work at GP so he's gotta' be a little fruity, but we're whipping him in to shape. He really doesn't talk to me much since I maced him but I'll keep an eye on him. Hey, Bleep, I got a lot of letters from you girls this month, I think vou started something! Keep writing! Dave is thinking about hiring a girl to write for us, so send in some stuff! There is a Gargoyles game in the works. Disney's working on it now, for a late '95 release. I'll get you some hot info's and send it with the picture. You know that I have no nose right? I wonder if any of these guys are smelly's?

Well that's all the room I have this month, but before I go here's some special thanks for some of the awesome letters I couldn't get to. You'll see two of 'em next month (they require long answers.) See you then!

Max Ryser, Mark Fervis, Mr. Critic, Michael Pendleton, A.L. Theresa Cesare, Rick Oates, Tony Robinson, RIP, Chad Uselman, Sean Salisbury, Gary Oneal, Tony Robinson, Sergio Labrego, Michael Webb, Brandon Marz, Troy "ki" Meshell, Ethan Woodward, Grand Master Trinh, John Rodriguez, Wesley Dolezal, Chucko the posty wannabe, Aron Peetz, and Elliott Willschick.

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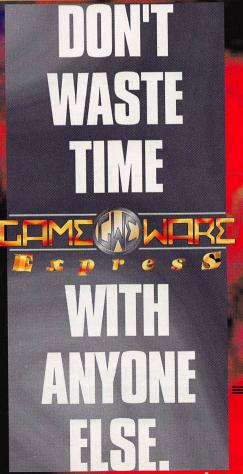
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onald Gachetto Spring Valley, NY - Wow, freaky. Had a tad too much java?



Okanak- Yu-Suzuki would be proud! Nice work!



Sean Rivera Walauae, HI Well, c'mon, shoot 'em!



Scott McMahon Croton, OH Wow, Martial Champions! Now that's an envelope!



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Sarawui Lerttham Albuquerque NM - We all know who'd win this fight...

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Joe Dickerson Moreno Valley, CA

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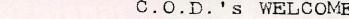
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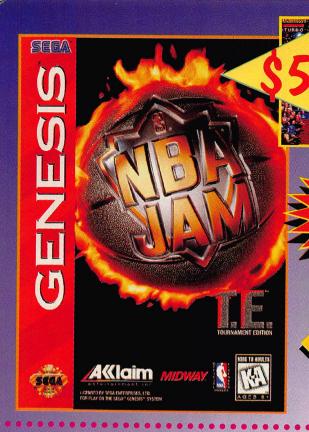
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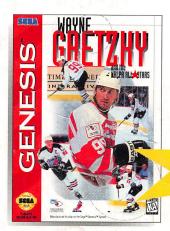
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